

Judges Guild

THE DUNGEONEER

THE ADVENTURESOME COMPENDIUM OF ISSUES 1-6

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the Lab'Oratory

I would guess that the whole idea behind the publishing of a magazine is that someone has a concept that they would like to market and make money off of before somebody else thinks of it. Unfortunately, that's the way with most things in life. It's probably even one of the ideas behind this magazine, mercenary as it may seem. However, a lot of people publish magazines because they have an interest in something that inspires them enough to write about it and publish it. I hope that that's what you'll see in this zine. We here at **The Dungeoneer** want to put out a magazine that is purely a DM's publication, dealing with D&D, working it as sort of an optional supplement and as a place for the discussion and clarification of rules as we and others see them.

We do not intend to deal with other fantasy games or literature [at that time-Ed.] except as it relates to D&D, nor with the costs of printing or with disagreements between gamers and companies. What we do plan to do is give you quite a lot for your money. In every issue we have planned new playable monsters, new treasures, new tricks and traps, one or two articles or rules variations, artwork and a complete mini-dungeon adventure, garnished with maps, monsters and mayhem.

This first issue has been written and compiled by myself and my fantastically small staff. We feel that we've done a good job, but we are going to need more than our own input if **The Dungeoneer** is going to be any type of success. So to save us from going bananas and to let you drive other DM's players up the wall, send us some stuff right away! We, also, need artwork to go along with articles and separate art. Don't risk having your monster misrepresented, send us a drawing, too.

I owe a debt of gratitude to Dave, Mark, Randy, Merle, Kevin, Tim, Tom, Deb, Griff, Wes, Mark, Brad, Bruce, Pam, Mark, Rich, Theresa and their girl-friends, boyfriends, fiancées, roommates and ex-friends: I say thank you for making all this possible through the suffering and dying you have done in my dungeons. [The above column is a compilation of several columns written by the former editor of this magazine. It has been edited and some minor word changes made for fluency purposes to be included in this magazine by the current editor, Chuck Anshell]

Paul Jaquays

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Issue 6 was dedicated to: Mark, Randy, Dave, Tom, Tammy, Joleen, Deborah, Tom and Merle. Noone could ask for a better bunch of Christian Brothers and Sisters. Thanks.

This collection has been edited in whole, for better or for worse, in sickness and in health, 'til the printer does his part by Chuck Anshell who wants to dedicate this zine to all of you beautiful people named above. You have given us all immeasurable enjoyment from your creation (except for those of us who have died horrible, lingering, tortuous deaths from some of your creations—well, maybe it was enjoyable to die those deaths: does that give you the right to interrupt me in the middle of of a spell with a new issue: which you know I just have to read immediately [thus totally destroying my concentration and allowing that dragon to sneak up on m])

Right: *The Fantastic Dungeoning Society at play—Thanks for the memories! Dungeons & Dragons™* is a game published by TSR. We couldn't do it without them and neither could you, so patronize TSR products and products approved by TSR.



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The Arcane Elders



by J. Mark Hendricks, Paul Jaquays and Jim Ward

[Note: This story is offered as an explanation of the source and origin of magic in the Sorvyn Conquests Campaign—Ed.]

Chapter I



moist velvet layer of night's blackness encompassed the thickly wooded forest. So dark was the sky, one would accuse the monarch of light as having dipt his crimson ship beneath the world's edge æons ago, and only occasionally did this queen of luminescence peer from about her cloud-curtained chamber to observe those below conspiring dark deeds. Yet somewhere, buried deep within the seclusion of a myriad trees, the final glowing embers of a once larger fire gnawed into the remaining twigs and smouldering shards of green bark, casting dim wraiths of the figures beside it across the tiny clearing. Against a weathered boulder leaned a grey-bearded mage. Worn, bent and enshrouded in the folds of an ancient cloak, he aimlessly dragged his knotty staff through the pile of ash and coals. Facing the ancient necromancer stood a youth of scarcely more than twenty summers. Tall, gangling, with head bent, he remained silent. After an eternity's silence, the old mentor, Valmous, spoke.

"My son, thou hast learned thy lessons exceedingly well and there remaineth but one last exercise to master, after which I shall set thee forth into the world to establish thy name throughout its uttermost reaches."

At that the old man submerged his callused hand far into the reaches of the cloak. He soon brought forth a piece of parchment. Yellowed through its age and frayed along the edges, it was bound with two wax seals and a stained, silk ribbon. Valmous stretched forth the scroll to his pupil, Röhcyll, and continued in a semi-hushed voice.

"Guard this with your life. Indeed, inside those seals lies the source of all the hidden knowledge of the very powers of the universe. It is the Spell of the Arcane Elders. It is they that give us dominion over the elements. Here, thou shalt, also, need this for casting thy magic."

With that, the mage produced a small black leather pouch, closed with twine, which he had concealed in his hand as it came out of his raiment. Nimble undoing the knot, the wisened magic-user opened the mouth of the packet and tipped it upside-down, dropping an acorn-sized gem in the palm of his other hand.

"This is the Arcane Crystal . . . with it, and only 5

with it, canst thou ever learn the untold secrets of our magic. Do exactly as the scroll should say, no more, no less. Elsewise, surely thou shalt cease to be."

There was a note of finality in the last statement of his master that made Röhcyll close his eyes and clear his throat. He let out a long, deep breath.

"Is that all, sire?"

"No," replied the spell-weaver, hesitatingly, "I shall also answer you of the gaining of new spells which you have persistently plagued me with since I took you in as an apprentice. Dost thou remember the many lessons given in mathematics and geometry?"

The youth groaned, causin Valmous to explode in a boisterous guffaw.

"Methoughts as much! Recall then that thou couldst not compute the harder problems 'till thou hadst first conquered those being simple. So as in geometry, likewise in magic. I have laid for thee the groundwork in the theories of arts magical, and only through experience canst thee progress to greater works and wonderous doings. Yet, twill not be I, but the Elders Arcane that shall teach thee the control of the innate strength imprisoned in the elements around us. When the time ripens such that thou feel sufficiently competent to control new spells, call on the Elders to receive thy due. Each of the nine controls one area of spells according to complexity and the eighth Elder controls the greatest of spells. Naturally the High Arcane oversees the workings of the other Elder members. As for their power . . . the weakest of them can move the very lights of heaven wherever he wilt at the mere bespeaking of words, so thou best not cross them wrongly."

With this last statement, Valmous had looked much as a father would at the parting of his son, for he had come to love the bright, youth and could not recall a finer apprentice and helper. Suddenly a rustle among the trees betrayed six, mail-clad barbarians who were brandishing cruel, curved swords. Infuriated by their discovery, they charged wildly. Valmous threw back his cape.

"Run, Röhcyll, run! And remember what I have taught thee."

The wizard's staff ejaculated three bolts of lightning in quick succession, frying the foremost of the attackers as Röhcyll fled into the woods to the sound of steel striking staff. Suddenly an explosion rocked the forest, sending Röhcyll to the ground. Something warm and wet began to run across his face and he knew no more.

Chapter II



he sun glistened across the dew covered meadow as it ascended above the trees surrounding the secretive forest glade. Soon the air was filled with the noise of wood inhabitants brought forth from their hidden sanctuaries by their luminescent champion. Once again they were numbered among those fortunate enough to escape the evils inherent in the night. Suddenly the glen grew still. A pair of figures began to cross the meadow from the north. As the two strolled into the open, one pulled a lute from off his back and began the soft strains to a song of adventure, of courage, and the love of a woman. Finely-woven, gray, hooded cloaks, covering most of their shining metal-studded armor, hung down from about the wanderers' shoulders. It was there, however, that the likeness ended. The one with the lute stood tall and erect. His hair was as gold as the coins in his purse and his face as bright and handsomely shaped as the graceful intricacies of his dwarven-smythed sword. The look in the wayfarer's eyes displayed the assurance of one familiar with the dangers of the world, yet not terrified by them and his lightness of heart affirmed such. Unfortunately, his companion did not share in his jovialness. In fact, the other stubby traveler could occasionally be seen grimacing, depending upon the notes the bard attempted to reach. He was of dark complexion, gleaming eyes and wore no shoes on his hairy feet. Thus the motley pair continued on toward the other end of the glade. Without warning the hobbit stopped, motioning to the bard to do likewise. Cautiously, and with great stealth, the practiced thief made his way forward. The bard silently brought forth his longbow and knocked an arrow while his colleague moved back and forth through the brush until satisfied that all was safe.

"There was some row here last night!" said the hobbit as he emerged from the wooded bramble. "Six barbs, at least."

"Who else?" quizzed the bard.

"A magic-user ... but he got away. His trail goes off into the forest a ways."

"How can you tell that?" posed the bard, somewhat sarcastically.

"Because he left his seal on them, fool! They're all either fried or fricaseed."

"Oh—in that case let us depart hence. I don't wish to be in the same vicinity with anyone who has a tendency to roast his enemies, be he or no."

Alerted by their recent discovery the two wayfarers remained ready for battle, if necessary. Scarcely had the pair covered forty yards when they came upon the motionless body of a youth dressed

in a soiled white robe, lying amidst the decaying debris of the forest. Quickly putting his bow aside, the bard knelt by the side of the limp form pulling forth from the folds of his cloak a tiny bundle. The hobbit then climbed upon a nearby rock and took guard as his companion took several vials from the packet and began to administer ointments to the young man's wounds.

"Do you think he shall live, Lute?" posed the hobbit, inquisitively, sitting down his guard long enough to lurch over.

"He might," came the curt reply, "if you would be so kind as to get out of my light and let me ply my medical arts!" Finally the bard raised his head and looked at Ralph, the hobbit.

"Finished. I have done all that is within my power to heal. . . he must do the rest himself. Although I wager he shall carry a handsome knot on his noggin as a trophy of this battle, whatever it was." Finally the youth sat up and attempted to rise, only to collapse to a leaning position, propped up only by one elbow.

"Ohhh. . . mine head dost feel as if I hadst drunk a mite too much of my master's unmixed wine. Who art thou and how didst I arrive to be at this place?"

"Whoa! We shall ask the questions here since we did just save your paltry life." spoke the bard stiffly. "You could start by answering some of your own questions!" threw in the hobbit.

"My name is Röhcy! I was traversing the mountains with a band of eight other men. Last night we werest beset by a full score of barbarians. We fought them bravely, till they sought to escape, holding to the few lives of theirs remaining!"

The bard stared at him intently.

"You lie poorly magic-user! There were no prints of other feet about you."

"How do you know he is a magic-user, Lute?" quizzed the hobbit.

"His language!" came the reply. "Its as archaic as the books from which he is learned. Now you were saying, Röhcy!"

Röhcy! stood agasp at having been discovered. "Valmous, my mentor, never taught me the art of falsehood's fabrication."

"Stay with me and you shall learn it quickly." smirked the hobbit.

"Aye," spoke the bard, casting a sidelong glance at the short one, "please continue, Sir Röhcy!, and excuse the interruption."

"Valmous and I were ajourneying to the distant city of Garth, where I shouldst be placed into the life of men so that I mightst build my name and station to that of those who sit in high places of power. Yesterday, Valmous and myself were encamped in the woods here. After darkness enshrouded us in the forest, he spoke of things magical until we were ambushed by a



Quiet,
Hair-toe!

dozen barbarous heathens. I was told to run and run I did. I heard the sound of steel and wood as they clashed, there-upon occurring an horrible explosion and I in my mind canst not reposses memory after that time.

The hobbit jumped up excitedly, half extinguishing a fire that the bard had been laborously kindling.

"So that explains the noise which woke me up last night! All the time I thought it was your snoring, Lute!"

"Quite, Hair-toe! We must travel if our young friend is up to hiking. Let us eat and be gone! Rest, Röhcyll. After you have eaten we shall leave these accursed hills."

Röhcyll munched quietly on his mysteriously excellent piece of roast.

"I offer my compliments to thy great skill in the culinary arts. Pray tell, what ist this fine cut of meat?"

"Troll," said the hobbit dryly, "eat it before it regenerates."

The bard could hardly repress laughter at the sight of Röhcyll violent reaction to Ralph's jest.

"Come," he said. "let us be on our way."

Soon the threesome began down the overgrown path that led our of the dark forest. The sunlight fled over the mountains, capturing the travelers still in the woods.

"We do best to pitch camp and stand guard the night." Lute remarked.

"How hast thou avoided the inhabitants of the forest since you have entered it?"

"Easy--The bard sings," piped the hobbit. Lute ceased his activity with flint and steel long enough to glare at his comrade before returning to the task of making fire once more. The evening passed quietly.

Morning came swiftly and the travelers met the light with customary yawning and stretching. Lute, the bard, rubbed his eyes. Something was wrong. Where was the stupid little hobbit? Springing to his feet, Lute quickly scanned the campsite. Ralph's gear was still stashed in the rabbit hole he had found last night. It could mean but one thing. Ralph had wandered off in the night only to become the captive of the barbarians.

"A pox on hobbits and barbarians." Lute expostulated, quickly gathering belongings and stuffing a few scraps of the previous evening's meal into his mouth. "Unless the little fool has gotten himself killed they'll have him at Druids' Grove by now."

Röhcyll asked no questions. The inflection placed on the words "Druids' Grove" made plain to him the hobbit's peril.

"If anything is going to happen, these savages will wait until sunset to do it."

With that the pair hurried deeper into the forest.

"Over there, seest thou him not?"

"Where?" whispered the bard, peering into the glare of the setting sun. Across the open expanse of green sward was a circle of oak trees, surrounding a charred area of ground. The charred area was, in reality, a great stone altar. Upon the greatest of the stones was bound Ralph the hobbit.

"Are you certain your spell will take care of the lot of them?" spoke Lute, gestering toward the gathering congregation of rough-clad barbarians.

Röhcyll nodded. The crowd quieted. Someone in rich robes had suddenly appeared amidst the grove of trees.

"That one's the high muckity-muck Druid. If anyone gives us problems, it will be him. When he raises his knife, let loose with all you have." The bard then melted into the shadows. Röhcyll went over and over the spells in his head. Hours semed to pass as the moon rose and the Druid's droning chant dragged on. Suddenly a glint of steel appeared over the head of the Druid.

What followed took no more than an instant. Röhcyll mumbled and gestered. The Druid collapsed as if hit by an invisible arrow, clutching at his shoulder. A golden-haired, gray-cloaked form darted out of the forest towards the altar as Röhcyll gestered again. This time a full two-thirds of the barbarians gathered in and around the clearing fell to the ground as if struck by intense weariness. Lute had the hobbit untied and motioned for Röhcyll to disappear into the woods, but it came to late. The remaining savages had reformed and now surrounded the fleeing pair. Seeing no other solution, the young magic-user drew his dagger and charged into the fray. The extremely one-sided conflict ended swiftly, a blow to the head and the young man knew no more.

Röhcyll's head throbbed. He was glad to be alive. His arms were stiff as were his legs. He opened his eyes to see why, but over him was a man in rich but bloody robes, holding a sacrificial knife. He was tied to the altar. Where were Ralph and Lute? How had this happened?

"Oh gods of nature, accept this thy sacrifice." the Druid intoned. He raised his hand once more and lightening came down, engulfing the stone altar. When the air cleared, the altar was once again bare . . .

Chapter III



Röhcyll was astounded! No, that did not even discribe the way he felt. One instant he was being sacrificed to . . .only the Elders know what . . .and the next he's alive and well at the bottom of a pit filled with glowing lichen. The light revealed a simularly illumed tunnel to his left. As his eyes adjusted to the semi-darkness, his ears apprehended the regular quick-step of approaching feet.

Jumping to his feet, Röhcyll looked wildly about for a club or stone, anything he could use for a weapon.



"WHERE DIDST THOU GET CRYSTALS OF THIS TYPE?"

"Naturally, there wouldst not even be a rock to be found!" he mumbled.

Into the sparsely illumed pit stepped two unwholesome members of near humanity, bearing drawn blades. Röhcyll shivered and knew them them for Dark Elves, remembering Valmous's words concerning them: "Dark Elves are repulsive, long-nosed, dirty, brown-skinned creatures. They appear in open places only in times of great darkness, as any bright light turns them to stone."

"Come with us, human!" barked the larger and least repulsive of the two elves. The three traveled up the tunnel, until the shaft intercepted a much larger passage, heavily trafficked by countless numbers of Dark Elves in all directions. Entering this, they soon came upon a vast cavern, almost totally overgrown with the glowing lichen. The area was a contrast to the hustle and bustle of the other passage, having but one occupant, a very old, richly-robed Elf, with an incredibly long nose. The Elf's initiating of magical passes in the air told Röhcyll that he faced a mage of great power.

"This new slave has a magical artifice." He spoke at last. The two armed elves laid hands on the young man, finding the black leather pouch hidden under his boot flap. A sense of dread filled Röhcyll.

"Where didst thou get crystals of this type?" asked the Dark Elf mage. Röhcyll knew that admitting his arcane abilities might get him killed, so he said nothing. Suddenly he was slammed to the hard stone floor by the flats of two sword blades.

"Speak, when any elf deigns to grace you with a word, slave."

Röhcyll was barely able to mutter. "I was given it as a dying gift from a man who told me not of its use."

"The slave doth lie," said the mage, "give the crystal to me and send him to the lower tunnels."

At these words the larger of the two who escorted Röhcyll stood adamant.

"I claim the bauble by right of first touch!" he growled. The magic-user stood as if to give argument, but the larger elf shouted him down.

"We will not argue in front of slaves, I will take the vermin to the mines. We shall converse later."

The mines were worse than Röhcyll's most dreaded fears; stifling hot, dimly lit, little rest between shifts, and barely edible food. All the humans were barbarians and didn't know how or would not speak to him. Elves fed them once a day and during these times he formulated and discarded plans by the score for escape. Spells were unusable, employing the tools provided by the elves was not possible, for they were counted at the end of every shift, and leading other humans in revolt was negated, for they were sunk in deep apathy. Days (?) later, his horrible state worsened, as the Elf lord with his crystal began summoning Röhcyll to taunt him with his loss.

After what seemed like an age, two things happened that changed Röhcyll's life-style: The slaves uncovered a subterranean river, that the elves promptly turned away from, and during the following work shift, a tunnel collapse trapped three barbs in the rubble of the accident. The total disinterest in saving those barbs on the part of everyone but Röhcyll caused him to ask the elves to be allowed to work on his rest times in an attempt to save the three men. He spent long hours using the marvelously crafted Elven tools to pull away the tons of rock and wood and found the first two barbarians crushed to death. However, a little while later he discovered the last man pinned under several large support timbers that had, obviously, saved his life. When he dragged the barbarian out and revived him with water, the huge man spoke to Röhcyll in the common tongue.

"We are now death brothers, outlander. Thy will is my will and I shall die before thee, preparing the way the Death Hall of the Heroes for thee."

From then on, Röhcyll had a partner in his escape plans. At the beginning of the next work shift, they hid a pick, a pry-bar and a supply of soft wood in a side tunnel near where the human slaves slept. The two then caused the small cave-in and told the elves that the hidden tools were buried under tons of rock. Thëoran, the barbarian, Röhcyll new found friend, figured that the river must go to the surface or the elves would not have been in such a hurry to avoid it. The only factor stopping them from an attempted escape was the loss of the Arcane Crystal. The next time Röhcyll was summoned he tried a dangerous bluff.

"Well, human, how dost thou like thine life in the caverns?"

"Humans were never meant to be slaves, Elf!"

"Maybe so, human, but we think your race ought not to have such baubles as this gem, once yours."

"We slaves find many of those down in the

caverns, but your men take them from us as soon as they are mined."

"What is this, human? I hadst not heard of such matters," exclaimed the fat overlord in a state of horror. "Take the human out! We shall see if these things be ourselves," he said, motioning for his attendant to approach.

Röhcyll and Thëoran prepared for the lord's coming by igniting slivers of soft wood for an instant torch. They did not have long to ponder their fate. Soon they heard the dark elven drums heralding the elf lord's arrival. When the elves did not find the two with the other barbarian slaves, a search began immediately. Before long they came to the tunnel where the objects of their hunt lay waiting.

"Hold them off, Thëoran, while I start this wood for a torch."

The huge barbarian leapt in front of the elves with his pry-bar aloft, calling on all his ancestors for courage and luck. The elves came with swords drawn and shields held low, looking for an easy kill. Instead they found their heads bashed in by two swings of the savage bar. Quickly Thëoran armed himself with sword and shield for the next onslaught of elves.

"Young master, these grubs will overwhelm me soon for they fight like demons."

The elf lord then entered the fray and all other elves backed away to give the honor of the kill to their lord.

"Thou fightest well, human, but thou hast not faced a real elven fighter yet."

The elf lord slashed at Thëoran shield, cleaving it in half, and leaving a cruel gash in the barbarian's arm. Thëoran parried with a blow to the chest, but the elven armor easily resisted the blade's force, and he knew he faced certain death. Suddenly the entire tunnel was illuminated by torch-light, changing the elf lord and the first elves to stone. The remaining elves fled down the tunnel before they, too, were affected calling for what sounded like 'the lords of silver' while continuing to run. Röhcyll grabbed the elven lord's leather pouch and opened it to find his crystal and many other gems of unknown type, but he did not have the time to assess their value. Thëoran crushed the stone hand holding the elf blade that had cut him through his shield and picked it up from the debris.

"Even though it dost not have a proper curve, it is a mighty weapon, fitting for a human hand and not that of an earth grub."

They both went running towards the river tunnel, Röhcyll with a torch in his hand and the barb with the magical elven blade in his. When they approached the side tunnel to the river, two elves strangely dressed in glimmering silver mail with eye shields and holding huge maces appeared as if from nowhere. Obviously, the first of the 'lords of silver!' One elf attacked each of the escapees, yet neither had reckoned on Thëoran's skill and protective determination. The barbarian cleaved the first elf assunder with

ease and followed through with his swing to block the stroke which would have slain his young master. The second elf was quickly dispatched, leaving the barbarian invigorated by the exercise and Röhcyll astounded at his friend's pussiant skill.

The river quickly revealed itself and the two dove in, letting the strong, warm current carry them away. As they travelled farther and farther away from their captors, Röhcyll's thoughts turned to a scroll he had to retrieve, but the fate of his two friends, Lute the bard and Ralph the hobbit, and a plan involving all of them and a certain unholy druid.

Chapter IV



ute!—Lute!" whispered the hobbit emphatically into the darkness. "Lute—can you hear me?"

There was no reply. Ralph squirmed. An excruciating pain shot through his arms and legs. He sorely realized that his limbs were now a tightly bound mass of thick green chords. Movement was not possible. The last thing the hobbit remembered was being surrounded by a swarm of barbarians, attacking the nearest one and a large black fist suddenly descending sharply unto his face, which he now realized was swollen and aching. He lay quietly for a while, attempting fruitlessly to forget the pain that tormented his body. Finally he vowed to try a second time to raise response from the comrade he prayed was still with him.

"Lute! Lute! You cracked-voice poetaster, where are you?!"

A low moan came from a few feet away. "Lute? Is that you?" queried the little cutpurse, anxiously awaiting an answer.

"When I get my vengeful hands around your scrawny neck, Hair-toe... you just might not be so glad to see me. You mischievous little pest! What half-witted notion made you run off like that in the middle of the night? Don't tell me—I don't want to hear it!" came the disgusted reply for which Ralph had longed.

A loud, restless silence pervaded the room in which they were held captive. At last the bard spoke out, "Well, O Short One, how in the name of all the Muses are we to get out of here?"

"Dead, most likely," came the retort.

"Not exactly my idea of a good time," said the bard, coldly. "Any other bright ideas, since you seem to be the one coming up with something? You might be interested in the fact that there is a quard outside and we're in one of the huts at the edge of the forest...facing the sacrificial altar." There was a gloomy intonation in the last phrase.

"Well, we're both too tightly tied to work free. Someone will have to loose us or I'll wager you and I are to be god-bait on the 'morrow."

Ralph laughed aloud but stopped short for it caused pain. "Aaahh...and while you're at it why

not ask for a horse or two and directions to town!" came the sarcastic reply.

"Heh!" said Lute, excitedly, and almost too loud. "You have given me an idea bare-face. Give me a couple of minutes and call the guard."

"Wha—" started the puzzled halfling.

"Shut up and do as I say!" responded the bard harshly. Hardly had the last word been spoken when he began to mumble under his breath. After a few moments Lute signalled Ralph to rouse the guard.

"Hey out there!—You blood slurping son of a Manticore!—C"mere!"

Suddenly the barbarian burst into the hut, scimitar bared and glistening off of his torchlight. Lute continued to murmur.

"Me kill little insect," cried the infuriated barbarian as he lifted the weapon over the hobbit.

"Halt! Friend, pay no attention to the earth-dweller!" Lute spurted out. Ralph was agast. The barbarian's face changed into a peaceful, if not somewhat blank, expression almost instantly. "He has been insane from birth," continued the bard quickly, "pay no attention to him." The bard sighed with relief as the guard quietly backed off, still dazed by the initial shock of the spell cast upon him. Lute smiled with pleasure but then put on a face of anguish as he addressed their huge, muscle-bound captor.

"Friend, my ropes are tight. Do you suppose you might loose me for a while? I'd like to stretch my constricted limbs."

The barbarian nodded in agreement and knelt down to untie the smugly pleased Lute. Ralph gasped in amazement. Having been freed, the bard rose up and shook himself. "My many thanks, friend. Now may we untie this poor wretched creature?" he said as he pointed to the hobbit. The spell-bound heather recalled the recent incident and began to shake his head violently.

"No! No! Crazy man—Crazy man!" he repeated incessantly as if in a trance.

"Yes—crazy man," spoke the bard calmly, "but he remains still if he is not tied."

"No! No! Me not free mad man." The barbarian stood his ground firmly.

"At least loose him so that he can get his breath." With that the bard winked at Ralph who was watching the discourse with great anticipation as to the outcome. The thief started to cough and choke very loudly. Lute pressed the situation. "If he is not loosened he will die before the sacrifice tomorrow."

With that the barbarian handed the torch to Lute and bent over Ralph. Laying aside his scimitar, he began to undo the taunt bindings of Ralph. Swiftly Lute snatched up the sword and brought it down upon the guard's sinewy neck. One stroke and their captor was dispatched. Lute set to work on the hobbit's cords and soon freed his partner.

Hiding the torch behind a cloak, Lute peered across the clearing to observe the camp's activities while Ralph searched the hovel for their belongings.

Needless to say, all that could be scrounged up were their scoured out packs and ill-treated capes. They had no weapon but the scimitar of the dead barbarian. Ralph approached Lute and he too peered into the dark.

"What shall we do now, croak-throat? We are free, but without anyplace to go."

"Well, I surmise that we shall have to procure suitable transposts, then!" replied the bard in a rather haut tone.

"How?"

"Simple! We steal them. Look, first we dowse this," said Lute as he rolled the torch in the dirt. "Next we put on our capes, for cover, and we're off." With that the bard leapt off into the darkness behind the hut, closely followed by his companion. Silently the well-trained stealth's crept around the edge of the barbarian's camp until they came to the stables. Lute went up to the edge of the forest and espied the possibilities. Soon he returned to the place where the hobbit had stationed himself for protection and observation.

"I count eight guards altogether; we must hurry before they comprehend the significant change in their relationship to our being."

"Knock off the wise—mouthing and lets be for getting out of here." Ralph was beginning to get annoyed by Lute's upitiness. Ralph stopped short and gasped. "Wait! What about the clean-faced magic-user? He can't be left to the likes of these."

Lute was shocked back into reality. Slowly he lowered his head and spoke softly. "I heard the High Druid order his immediate sacrifice before I was knocked out. Because of his bravery in attacking the druid himself, instead of the lower priests and warriors, it was decreed that he should go at once." A note of sarcasm went into the word 'bravery' as it was uttered. Finally he raised his head.

"He's gone. It's time we do the same. But to a different realm than that which is his hap tonight. You sneak in and procure two steeds for our use. The guard should be no trouble. When you have them, lead them through the woods and around to that hut. . .it's the High Druid's. Don't argue!" said Lute placing his hand over Ralph's mouth. "We need money, supplies and our weapons, especially my dwarven blade. You my find some supplies in the stable or the hut next to it. Whistle for me when you have everything."

With that the bard was gone. As had been supposed, the guard was quickly out of the way, the supplies gotten and the horses obtained. Ralph quickly took them to the meeting place. Less than a quarter of an hour had passed since they had escaped. Lute appeared, even before Ralph could whistle, carrying two or three fat, round pouches, a locked wooden box, their swords, and much to the hobbit's dismay, an all too-familiar lute. Lute grinned wide.

"Like taking the hoard right out from under a sleeping dragon! Let's ride." And with that, he loaded

the saddle-bags, climbed up and the pair rode off into the darkness.

Chapter V



Ralph and Lute rode long into the night, backtracking and circling like foxes, making sure that they were not followed. At last the pair made to rest in a clearing alongside a great river, watering their horses in the swift, cold water. Lute scratched his chin. It was then he felt the stubble there and realized the length of their unconsciousness, half a week, at least.

"A pox on Druids and all their . . ."

"A pox on yourself," interrupted the hobbit as he jostled the unwary tunesmith from behind, "See you anything of note?"

"Aye, a hobbit-hungry Ogre and a few . . . what's that on the river?" They rushed to the bank. In the next few minutes they fished a pair of near-drowned rats from the river current's swirling waters.

"Well, Lute, either your incredibly awful humming has summoned up a duo of mud ghouls or our friend, the wizardling, and a giant from the depths have made a wet escape from the grave."

Lute helped Röhcyll to shore, but Ralph could only gape at the size of Théoran as he crawled out of the water; however, both were too exhausted from fighting river currents to do more than take in massive gulps of air. Lute and Ralph said enough for all.

"We're glad to see you amongst the living once more, my saturated sorcerer," the bard said, "I think that I shall compose a tune on your escape."

"Would you finish what the river has almost accomplished and kill them both with your rasping discords?" came the counter from Ralph.

"Small one, the day is coming when you are going to vex beyond my compassion til I silence your miniature throat with a harp-string."

"That'll be the best use you've put it to in years, but talk is cheap and you can't see in the dark to perpetrate such a deed."

The hobbit skipped around Lute in the darkness and tripped him over the locked wooden box they had unpacked from the horse. The chest burst asunder, radiating a glow from within. Röhcyll, seeing his Arcane Crystal gleam, found new strength and rushed over to sift through the upended contents.

"Thou hast recovered the scroll that my master, Valmous, gave to me. My friends, words flee me, I dost not know how to give thee thanks. With this in my possession once more, I . . . I have no need to return and challenge the evil druid and his fell barbarians."

"Know, young master," spoke Théoran, somberly, "that my dealings with that . . . that . . . foul son of a stink weed are far from over. He has enslaved my clan, making them endure his sacrifices without knowledge of his great evil. I must destroy him and all that he controls. And—I . . . I wish your help, young one."

For the first time, there was silence. Röhcyll was truly at a loss for words, but not out of joy any longer. He had no desire to return to the source of his near death, but the big barbarian, now by custom a servant of his, was right. Justice was in sore need of being done. Why must it be his fight? They were not his people. But, then, isn't that what he had been really trained for, despite his inexperience, to fight for the right and to seek order and justice? Yes, he would do it.

The silence seemed an eternity. A second later Röhcyll spoke, smiling. "Théoran, our destinies link together again. We shall seek you druid and purge your village of his foulness. What better purpose could there be in life than to right wrongs and fight for something noble, something you believe in, to make this the goal in your life."

"I could think of a couple of things."

"Ralph!"

"For," said Röhcyll, "without such a goal, without guidance in our lives, we are lost."

"A vision from the gods!"

"No, friend Théoran," said Lute, "it is an inner vision. But I am not one who would discount the gods in any situation. If it is quests you seek, then don't count me or fur-foot here out of the running. I'm not one to run from a comrade in need, even if I don't have any nobility in me."

The hobbit said something inaudible and Lute gave him a withering glance.

"I for one would welcome this chance for the ballad I can someday make of this fight."

"If you sing that ballad, the battle it will cause with people trying to stop you will be even grander, oh harper of the everlasting frog-throat."

Lute let go a kick at his small friend, but the hobbit was too swift for him and easily ducked aside. After that, attention turned once more to the broken treasure chest. The taller trio began digging through the contents, while Ralph merely sat back, mentally dividing up the loot into uneven shares.

"There is nothing here of a magical nature." at last the young magician said, "We must then rely on Théoran's might. Lute and Ralph's guile and my small magics to undertake an assault on your evil druid."

"Röhcyll, my arcane friend, would it not be possible to use hair-toe here in your magical conjurings, mayhap you could use his troll-sized feet in a sacrifice



"LUTE!! YOUR HUMMING HAS SUMMONED UP A PAIR OF MUD GHOULS!!"

to some demon?"

"Your harping has no effect on our magician, though it undoubtedly scared away all the dragons in the vicinity." said Ralph, eyeing Röhcyll uneasily.

Thëoran, who had been watching all this, now spoke in a very matter-of-fact tone, "I know not the ways of your people, singer, or of your people, tiny one, but if you really wish to fight, why dost thou continue to talk on it? Why not have at it til one of you hast won?"

The two looked at the big barb with startled expressions on their faces until they realized what they must have sounded like to the barbarian. With tears rolling from their eyes, they laughed themselves to the ground until even Röhcyll and Thëoran could scarcely keep from joining in. Later Röhcyll tried to explain to Thëoran about his two friends ways, but he never could quite understand.

It had been a trying night for all the party, both effecting escapes from almost certain death. Tomorrow they would plan their assault upon the druid, but first a night's sleep would be necessary. As his friends slowly drifted off, one by one, into sleep's bosom, Röhcyll began pouring over his now regained scroll of spells.

The old, withered hands passed over the crystal ball clouding and darkening the image of the young man and his friends. A slight smile crossed his lips and peace softened the weathered face. The boy would do quite well for himself.

Chapter VI



awn broke clear the next day, ushering in what the group knew might be the beginning of an adventure larger than any of them had bargained for. Yet, each started morning with hope in his heart and a smile on his lips. Perhaps this was caused by their golden dreams of glory, their desire for the taste of sweetness such as only revenge can produce, or maybe it was the pure joy of fellowship. Whatever it may have been, it made the day seem like the best they had ever known. Thëoran and Lute gathered firewood and Ralph fixed breakfast while Röhcyll continued to pour over his scroll and book.

"Hurry up with that wood or all my ingenious skill will have been wasted you lazy oafs!" cried Ralph at the top of his lungs.

Crash!! Röhcyll looked up from his writings and burst into laughter. Over by the fire sat Ralph covered by wood and brush. Behind him stood Lute, holding his sides as he chuckled gayly.

"And did your ingenious skill inform you that I was but ten feet behind you when you summoned us, O Hobbit of the Furry Foot?" said Lute sarcastically, as he bowed low in a mock gesture of courtesy.

Ralph sat speechless. Slowly he began to remove the timber from his person, being careful not to drop any into the small flame so as to smother it and spoil his morning's labor. Just then Thëoran came into the

campsite carrying another load of wood.

"What?" he exclaimed, is our hobbit changed into one of the wood people? Surely we must avenge him!"

"No, my friend," Lute said solemnly, "the little boy is merely playing in the wood-pile. Be careful not to make a mess--Ralphie!"

With that, Lute slowly turned and walked away. Thëoran, quite bewildered, shuffled up cautiously to the hobbit and set down the wood, continuing to eye him all the while.

Silently, Ralph continued to brush off the leaves, twigs and grass. Not looking up or discontinuing his activity, he spoke, "Someday, pierce-pitch, you shall vex me beyond endurance and I shall take one of your rusty, minstrel strings AND CHOKE YOU WITH IT!"

"Thou art mad, fuzz-foot!" he replied.

"Enough of this, you two, it is time we get on with preparations for battle," Röhcyll interjected. "We must still devise our course of action. Unless we attack with a difinate plan, all our efforts are in vain. Come, let us prepare a means of action. What say you?"

Suddenly the rest were brought back to the reality of the situation at hand. With one accord they all answered, "Aye" and gathered for counsel.

Ralph spoke first. "Though I do not like the idea of delay, I believe the best way to do this would be to wait until the next new moon when all the camp will be gathered together for the sacrifices. In that way, we can catch them unawares. That will give us an advantage we must have."

"He's right," added the bard. "It will, also, give us ample time to build up an adequate arsenal."

"I like it not. The longer we wait, the more of my people he will have under his power. I say we strike now!"

Röhcyll remained motionless, deep in thought. Finally, he, to, gave counsel. "They are right, Thëoran, we must have time to prepare. How far is it to the next village?"

"Two days, maybe three," said Lute. "Why?"

"Ralph, you are good at building war machines, aren't you? And you, Thëoran, you said in the mines, one time, that you used to be a fletcher, right?" Both nodded affirmatively. "Good! Lute shall ride to the next town and procure a goodly number of full oilskins. Ralph can devise a few small engines of war and Thëoran can make us some thick, green-wooded arrows. In the meantime, I will continue to study and help these two as I may. Lute, you should be able to get back in five or six days time--that will offer us two to three days at most to reack the druid's camp. I doubt that will be enough time to do this, but if we work hard we may just succeed. May the Gryphon clear your path before you, Lute."

"And may he protect your camp, Wand-weaver." Lute got up and left to pack his things to leave, the rest remained silent. With the skill and speed of one well experienced in the art of leaving at a moment's notice, Lute mounted and rode off before the rest

could still themselves up and wish him well. They did, however, hear him exclaim, "Farewell", as he galloped down the path and out of sight.

The next days in camp were busy ones. Whenever Röhcyl was not studying he was either hunting prime feathers or long, straight, green saplings for Théoran's arrows, or cutting and planing small beams as Ralph directed. By the middle of the fourth day, they had put the finishing touches on the first of their catapult engines and the other three were well on their way to finished assembly. Röhcyl waited as long as he could, but soon desire overwhelmed him and he persuaded Ralph to leave the other catapults until this one had been tested. They dragged it over to the edge of the woods where it opened out onto a small clearing about the size of the Druid's camp. It was the ideal spot for a trial run. Röhcyl and Théoran rummaged about the underbrush until they found a few stones large enough to sufficiently represent the projectiles they would be using. The catapult itself was strong enough to heave their missiles thirty or forty yards. Just what they needed. Ralph smiled proudly after the first few tests.

"Best engines of war this side of the Garthorn River," he said, patting the catapult arm. "I'm aiming the first one right for the Druid's sacrificial altar. Fire from on high, what a suprise that will be, eh?"

All three laughed at the thought and then returned to their tasks. That night as they sat by the fire watching the embers slowly die away, they talked of the coming battle.

"Théoran, I think you should go to the east end of the clearing and hide yourself on the rise. You should have a better view of the camp, so that you can take better aim with your arrows. Also, it will be easy to hide the fire amongst the rocks and not give away your position. Lute and Ralph should set up the catapults on the southwest and northwest sides. Once you three start a commotion, I should be able to get a good shot at the druid. Now, if only Lute gets back here in time, we'll be all set."

"Worry not over his skill and courage, Röhcyl, he will return soon." Then, with a smirk, he added, "Unless he attempts to swoon some maid, in which case his singing will cause the whole town to rise against him."

"Let us hope that he has more wisdom than to attempt such endeavors as those," said Théoran as a small but serious smile crossed his lips.

"Oh! But I have!" said a voice a few feet away. "In fact, I stopped to talk to no one." "Lute!" cried all three at once. "How did you come upon us without our hearing you?" queried the barbarian.

"I have my ways, and I, also, have the oil. Very cheap! Eight skins full for a knock and I took the skins. Now when shall we go? Tomorrow?" They nodded.

Bright and early the next morning, the four companions set out for the camp of the druid. By the night of the second day they reached their desti-

nation. Very quietly they situated themselves and their equipment. It was not a day too soon. The next night would be the new moon and, therefore, sacrifices. Each one knew exactly what to do and when. So they rested that day in readiness for the coming night. Yet, it was hard to rest or find comfort. Every muscle drew tense in excitement and anticipation.

The time had finally come. Dusk wore on into evening and then into the blackest night. Slowly the moon rose over the treetops, casting pale shadows over the night awakening forest. The flickering glow of a hundred crude torches lit the areas the moon could not slide shimmering finger into. A chant began, slowly at first, beating a rhythmic vocal tattoo against the subtle forest sounds. At last, out of the largest tent shadow emerged the Druid and he called for the first victim, so that the forest gods might be appeased.

Out of a small tent, guards dragged forth a writhing body to set before the gleaming, sacrificial blade. The man screamed.

Even as the scream faded into the stacato of the chants, the first of many long, flaming arrows arched and descended into the camp. The flames danced along the shaft as it leapt into one of the tents, only to leap from there onto the fragile tent, consuming fabric and frame. From the south and north came Ralph and Lute's firey balls of death, wrecking havoc amongst the now glowing camp. The third attack hit the barbarians before they knew the first two had hit. Röhcyl had crept up to the largest group of barbarians and put them to sleep with the use of a simple spell. By this time, many arrows and balls of fire had begun to fall among the startled and confused mass of men. The camp was a site of semi-random action. Frightened and confused, the savages tried to seek out their opponents, run wildly and put out the fires that were consuming their possessions.

Röhcyl found the Druid and began to weave his strongest enchantment. Just as the spell was cast, however, the Druid spotted Röhcyl and raised his staff. The two powerful concoctions met between the men and exploded with such force that it sent them both reeling backwards. As fate would have it, Röhcyl hit his head in the fall and was stunned from the blow. By the time he arose, he found himself face to face with the Druid. The battle had continued to rage on about them; Lute, Ralph and Théoran had exposed themselves and were fighting with sword and shield; but Röhcyl knew that for him, this was the end.



Fatigue Factors

by Paul Jaquays

On page 8 of *Underworld and Wilderness Adventures*, under "The move/turn in the underworld:", it states that "Time must be taken to rest, so one turn every hour must be spent motionless, and double the rest period must be taken after a flight/pursuit takes place." To clarify the point of rest after strenuous exertion, a system of points called Fatigue Factors has been devised. These points reveal the amount of sustained physical exertion the D&D character can endure. This factor will be modified throughout the game, depending on the character's level and the amount of damage he has sustained.

To discover the f.f.'s that a character has, find the average of the character's strength and constitution scores, then multiply by 10. Thus, a player with a strength of 15 and a constitution of 12 will have a score of 135 f.f.s. This number is the amount of exertion that a character can do before he would totally expend himself and die. However, except under special circumstances, the character would drop from exhaustion, first. The minimum number of f.f.s required to maintain life at a conscious level is 30. When a character's f.f. score is lowered to this number by either physical or mental exertion, he will drop to the ground, exhausted, and will be unable to fight or move of his own accord until sufficient factors are recovered through rest.

Two other important numbers in tallying f.f.s are 66% and 50%. When only 66% of a character's f.f.s remain, his hit probability, dexterity and damage will all be down 1 point each. When the 50% level is reached, the above factors will be reduced another point to -2. Regardless of how many f.f.s are gained through advancement in level, the above percentiles remain constant. Thus if a character had 135 f.f.s at first level, he would be at -1 hit probability, dexterity and damage at 89 f.f.s and at -2 when his f.f.s reached 68. However, there is, also, a maximum number of f.f.s that the human body can reach. This number is usually large and can be determined by multiplying the original f.f. by 5.

Now one might ask what the f.f. system is used for. For fighters and anyone else in combat, fighting saps a certain amount of strength per turn in melee. If one studies one's physical education charts, you will see that fencing is a high-level energy user. Thus, fighting makes a great drain on the players' energy reserves. F.f.s are lost at a rate of five (5) points per melee round, more if the player is over-encumbered. Using a heavy weapon is, also, a drain of energy to those players with a strength of 13 or less. Such weapons as a two-handed sword, or pole-arms, flail, morning star, battle axe, pick

axe, and war hammer cause an f.f. drain of one extra f.f. point per melee turn, when used by someone with a strength less than 14 points.

Next comes the f.f. drain for physical activities other than fighting. If a player is carrying 50% or more of his total encumbrance points, he will tire at a rate of 5 f.f. per turn that he walks. If he is carrying less than 50%, he will tire at 2.5f.f. in the same time. When over-encumbered, the drain will amount to 10 f.f. per turn. Running will drain at +10 f.f. if encumbrance is less than 100%, or +20 f.f. if over-encumbered. The same is true of swimming. As previously mentioned, over-encumbrance, basically doubles the rate at which f.f. are lost, regardless of activity, with swimming the only exception—since only 18 strength of the two highest categories may swim over-encumbered, safely.

This next paragraph and the info it contains is a biggie, as far as magic-users and clerics are concerned. The use of magic requires the taxation of the user's strength and endurance just as much as the use of a weapon in combat taxes a fighter, except that the magic-users require even more exertion. The following system is based on the concept that magic use requires an expenditure of energy and that the higher the level of the spell, the more f.f.s it will drain. To find out just how much the casting of a spell will cost the magic-user in f.f.s, multiply the level of the spell by 20. Thus a shield spell would cost the user a mere 20 f.f., but a meteor swarm would cost the wizard a full 180f.f..

Magic use is the area of f.f. totalling that could cause a player to literally expend himself to death on a spell. A player with a total f.f. of 150 points who tries to use a ninth level spell would kill himself in casting it. Even the throwing of a fifth level spell at that rating would bring the character to his knees with the strain. Thus, high level spells are used safely only by high level magicians. Under the magic-use heading comes bards, magic-users, and magically endowed monsters (Dragons, gremlins, etc.) but assume that when a creature may use magic at will that it functions as a maximum f.f. magic-user at least as far as magic is concerned, regardless of its hit dice.

Assume that all spells that are clerical in nature (Clerics, Anti-clerics, Rangers, Druids, Lammasu, etc.) receive help from deities when cast. Therefore the f.f. cost to the caster is only 10 times the level of the spell.

So far the effects of physical activity and magic use with the f.f. system have been elucidated upon. One more major point, though, requires looking into. The effects of physical impairment upon the character is one of the most important aspects of the f.f. system. The percentage of hits taken in relation to the total

number of hits possibly taken by the player or creature is equal to the percentage of f.f. lost when that hit is taken. This figure is based on the number and type of his dice taken by the character. If a first level fighter who can take one eight-sided die of damage receives 4 hits in the chest, then his f.f. score of 120 is reduced immediately to 50% and becomes 60 f.f. For clarification of the percentages in relation to hit dice see the chart labeled "Percent Fatigue Factors Lost per Hit Taken".

After one is thoroughly exhausted from fighting, running, necromancing and getting beaten by uglies-how does one recover all of those lost f.f.s? The answer is quite simple. REST!!! Recovery can be made at the rate of 25f.f. per 10 minute turn spent motionless. There is one stipulation, though. F.f.s lost through wounds may only be half regained until the hit points taken have been healed. The recovery rate for f.f. lost through wounds is, therefore, slower than those lost through exertion. They may only be regained at a rate of 10 per game hour or 10 per six turns.

As one final note, f.f.s may, also, be lost through disease. A minor disease will (DM determines severity of diseases) reduce the affected character's f.f.s total by 50% during illness and 20% during recovery period. A major disease reduces the f.f. by 75% while ill and keeps it reduced by 30% during recovery.

Additional f.f.s are gained at the rate of 10 points per level of advancement. Characters with strengths of 18 get bonuses as follows: +2 strength points to the original strength score for every level above the base. Magic-users with an Intelligence of more than 15 add 5 f.f. points for spell casting. This additional bonus is added on to the base f.f. level advance.

As a final, final note, f.f. losses in melee will not be felt until immediate fighting is finished because of the presence of adrenalin in the body. However, in melees lasting over 20 rounds, f.f.s will begin to tally up until the player quits or drops exhausted.

The above article is intended to keep players from operating at peak efficiency when they have either been fighting for many melee rounds, casting 9th level scroll spells or been going full blast with half of their hits gone. This treatise should clarify another point of the D&D outline.

[ed. note—this article has been edited to include changes from later issues.]

Fatigue Factor Expenditure Chart

ACTIVITY	PER TURN	ENCUMBERED
Walking	5	10
Running	10	20
Swimming	10	20*
Fighting	**	**

* Only 18 strength may swim encumbered.
 ** Per melee round

Disease	
Minor-	50% during illness 20% during recovery
Major-	75% during illness 30% during recovery

PERCENT FATIGUE FACTORS* LOST PER HIT TAKEN		DIE SIDES		
		4	6	8
HIT DIE NUMBER		MAGIC-USER THIEF KOBOLD	CLERIC BARD	FIGHTER RANGER MONSTER
1		25%	17%	13%
2		13%	8%	6%
3		8%	6%	4%
4		6%	4%	3%
5		5%	3%	2%
6		4%	3%	2%
7		4%	3%	2%
8		3%	2%	2%
9		3%	2%	1%
10		2%	2%	1%
11		2%	2%	1%
12		2%	1%	1%
13		2%	1%	1%
14		2%	1%	1%
15		2%	1%	1%
16		2%	1%	1%
UP		1%	1%	1%



by Mark Hendricks

The Arcane Crystal is a small gem about the size of an acorn, sometimes a little larger. Although market value is small, when the spell of the Elfers is cast in its presence, the gem will produce an oval, gaseous cloud approximately 3' x 9' upon which will appear the living likeness of the Elder from whom the magic-user gains his spells. If a magic-user should lose, break, or in any other way be deprived of his crystal, he cannot summon the image of his Elder, nor may he gain new spells (excepting those gained through research) until the crystal has been replaced.

Note: Arcane Crystals are rare and extremely fragile. Magic-users must obtain their crystal at first level. Though they are usually given to one by one's mentor before leaving to make their own in the world, they may be procured in other ways. The only places one may procure a crystal, however, are from another magic-user or alchemist. Unfortunately, magic-users may only have one crystal at a time, and there is only a 5% chance of any alchemist having one or two.

Those Lovely Ladies

by Paul Jaquays

This article, devoted to women in D&D, is written, not to place limits on female characters or players, but to give new dimensions in which to expand and grow, providing specialties based on some interpretations of mythology and various works of fiction. With the fancy introductions out of the way, delving into this author's opinions and ravings, as far as female character types are concerned, can without forethought continue. I have tried to delineate fairly the general attributes and prime requisites as they would pertain to a female character. The follow-up deals with three specific classes or subclasses for women. Fighting women, Female clerics or Daughters of Delphi, and Circeans. Great thanks are given to Mark Hendricks, creator of the Circean subclassification for female MUs. For more information or at least another opinion on female characters see Len Lakofka's 'zine, *Liasions Dangerous* no. 72. As a note to those who have seen this magazine, our female characters, their attributes and powers are in no way connected with Mr. Lakofka's, having been created some 6 months prior to the release of issue 72.

CHARACTER ATTRIBUTES

STRENGTH—as a rule of thumb, women are not built on a similar size scale as their male counterparts. A woman may have up to 18 strength, but never naturally, beyond the first category. Women of 17 strength suffer the loss of one of their charisma bonus points. Women of 18 strength will lose both of their charisma bonus points. There are no charisma penalties for points of strength gained through magic or by a gift of the DM (see Charisma).

INTELLIGENCE—no modification.

WISDOM—no modification.

DEXTERITY—no modification.

CONSTITUTION—+1 against adverse weather.

CHARISMA—There are really no two ways about it, most women have a slightly higher charisma as far as men are concerned. To adjust for this, +2 is added to the charisma score of female characters. This bonus gives them a range of 5-20 on their charisma scores. This bonus is in effect **ONLY** when they are dealing with male creatures. Females will use the unmodified score against other females. Elven women receive an additional +1. Charisma penalties for strength have been dealt with under strength. A warning to female characters should be made, though: a lot of those monsters in the dungeon have been down there a loonng time, so be wary if you still want your unicorn to continue to associate with you! The more charisma you have, the better the target you become.

FEMALE CLERICS

Subclass: Daughters of Delphi



This subclass of clerics, limited to female membership, has the ability of prophecy. The names listed below are those designated for Daughters of Delphi, but can be used as names for the various levels of normal female Clericy. Normal cleric types use the standard experience charts.

Female Clerics and the Daughters of Delphi may wear up to chainmail and shield for protection and may be able to use any non-edged weapon along with slings.

The required requisites for a Delphic Daughter are as follows: One must A) be female [whether by birth or by change], B) have a wisdom of 14 or better, C) have a constitution of 14 or better and D) have an intelligence of at least 9.

There is very little difference between a 1st or 2nd level Delphic Daughter and a normal cleric. At the third level, prophetic ability is gained. There are two categories of prophecy available to a Daughter of Delphi. Each one may be used once daily until the level of Matriarch is reached. At that point, each type may be used twice daily. More on that later. The first variety of prophecy is a limited commune spell of one question per usage with the question being of a yes/no type. The second is an expanded clairaudience/clairvoyance spell, allowing the user to look into the present, past, or limited future.

There is only a 50% chance that at any given time a Daughter of Delphi may receive Divine Inspiration. If she does not get it, no answer will be given to the prophecy, regardless of type. This effort to produce a prophetic vision will cost the user just as much in fatigue factors as a successful attempt.

When a player gains the ability to prophesy, she has a 30% chance that her answer from the gods will be completely correct and without omissions. This ability is raised every level by 5% until a maximum of 95% is reached. Several variations will modify this ability.

Bless spell—+5% x caster's level.

Prayer beads—+10% if of proper alignment

Wisdom score 14/15—normal

16—+5%

17—+10%

18—+20%

The first type of prophecy, limited commune, is useable once a day until the level of Matriarch is reached at which point she may prophesy a second time during the day (1 additional time for each type of prophecy) as if she were an Oracle (3rd level). The questions she asks must be of a yes/no nature and will cause a drain of 50 additional f.f.s if unanswerable.

The second type of ability—clairaudience/clairvoyance, allows the user to glean a fleeting glimpse of the past, present or limited future. Used as a view into the past, it may reveal actions of a group member, or where a certain item is hidden, or who passed down a certain hallway, etc. The character casting the spell must be extremely specific as to what, where and when she wishes to see and hear. One month recent is the span of the past she can view. It can also, allow her to see into the present. The most delicate area of this spell is that of seeing and hearing into the future. Most DM's I know are not so deluded, yet, as to think that they can know the future, even in their games. To reveal the future, base the answer on two things: what was requested to be seen and what is the present situation of the group. If the player is looking ahead to see if any traps will spring, say within the space of the next two game-turns, roll to see if the trap they will pass works and who will be affected. If the prophesier does not tell anyone or even the person affected by her vision what she has seen, play out the next trap so that it works on the envisioned victim. If she is looking for wandering monsters that may come in the next period of time stated, roll to determine what they will be and whom they will attack first. If a player wants to know how he/she will die, invent a way and try to play it that way. If he isn't killed—well, even the gods are thwarted sometimes. The time foreseeable into the future should not be more than 1 day unless the DM wishes to play it otherwise (say, in the case where the man wanted to know how he would die).

The following pertain to both Daughters of Delphi and normal female clerics:

At the level of Prophetess, +1 is added to the effects of curative and healing spell, with another +1 added for every four levels attained. Thus a Prophetess would heal 3-7 points of damage while a High Priestess would heal from 4-8 points of wound damage.

At the level of Mother Superior, a character may elect to build an unfortified pilgrimage or sanctuary. It may not be within 10 miles of any inhabited castle or large town. People of the surrounding countryside will tithe 10% of their earning to the pilgrimage's upkeep if it contains a relic of the particular god they worship. At the level of Matriarch, an area similar to a barony may be established and a castle may be built or an existing sanctuary may be fortified. Followers will come to a Matriarch as they would to a Patriarch, however, at least 25% will be female.

EVIL FEMALE CLERICS

Initiate, Cult Virgin, Black Oracle, Black Prophetess, Overseer, Evil Priestess, Unholy Woman, Evil

High Priestess, and Queen of Darkness are the names of the levels.

DAUGHTERS OF THE DRAGON

These women are the same subclass as Martial Arts Monks. If their requisites are correct, a Martial Arts Clericess may also be a prophetess. Daughters of the Dragon with prophetic abilities may prophesy as an Oracle on attaining the level of Grand Mistress. If the player wishes to double as both a Martial Arts master and a Daughter of Delphi, simultaneously, she requires an additional 25% in experience points per level to advance.

VALKYRIES

This is more of a Full classification, rather than a subclass. It is just modified to fit women. In all aspects this class is treated as Fighting Man. Upon reaching the level of Amazon (6th level), a lawful, good Maiden (in the strictest sense of the word) may seek out a unicorn as a mount and it will serve her willingly until it is either killed or the maiden status is no more.

Upon reaching 10th level Valkyrie, any fighting female may seek out or receive a Pegasus as a mount. The animal will require no subdual and will bear and fight for its mistress until the death of either party.

An elvish woman of 16 strength or more may reach 9th level Valkyrie.

A dwarfish woman of 16 strength or more may attain 8th level Valkyrie.

Fighting women have no special powers.

CIRCEANS

Prime Requisites: Intelligence 15, Charisma 16 (16 Charisma may not progress beyond the 5th level)

The Circeans are a female subclass of magic-users. Along with the usage of normal spells, the Circean has two special abilities. Firstly, she can charm by merely speaking. This ability begins at first level with a 10% chance and then progresses at a rate of 10% per level. The ability is useable 1 time per level of the character. It only works against male humans. It has the same effect as a charm person spell as long as the victim is in sight of the charmer. Assume a 5% resistance per level of the person being charmed. Thus, a first level has a 5% resistance and a ninth level has a 45% resistance to being charmed. Once charmed, the man's entire attention is focused on the one who has charmed him.

The second ability is that of formulating non-magical potions. These potions are of increasing levels like spells and have great power in them. However, as I have stated before, they are not magical, but chemical in nature.

Barring research, characters will not have more potions than are available for their level. Research is the same as for a spell of the same level. A character

may determine her own selling price for any particular potion. There is a minimum investment of 100 gold pieces per level to create a 6 dose flask of any potion. One week per level of the potion is required for the formulation of that potion.

A Circean is immune to any potion she can manufacture. She may turn any potion into a powder when she attains the next level of potion use. Powders need only be breathed.

She may conceal the nature of the potion so that no Circean less than twice her level may distinguish it. It can be discovered through analysis, though.

The saving throw against these potions is based on the poison chart, however, the level of the potion must be added to the number required to make a saving throw.

LEVEL 1

POISON I: This is a normal poison with effectiveness equal to 1D4 x level of the user. It has a normal saving throw and will take effect in 6-24 turns. Symptoms: nausea, head-aches, dullness of mind.

SLEEP: Saving throw vs poison. Will cause sleep for 1-12 hours. Subtract 1 hour for every constitution point over 12.

DEPRESSANT I: Slows reaction time. Subtract 2 from initiative die roll. Reduce dexterity 2 points and reduce walking/running speeds by 20 feet per turn. On below average Constitutions it may cause sleep.

PARALYTIC I: Causes general paralysis of the motor nerves for 1-8 turns.

STIMULANT I: This potion works exactly the opposite from the depressant, speeding up the reactions, dexterity, and movement of a character. It also gives a saving throw as if 1st level against sleep.

LEVEL 2

POISON II: This poison does damage equal to the user's level in six-sided dice.

APHRODISIAC: This is a love potion which works as a charm person spell. The imbiber will fall in love with the first person or creature it sees after drinking the potion. This potion lasts for 6-60 turns.

PARANOIA: Causes the drinker to distrust everyone. He will not follow orders and will get the feeling that all are out to "get him". Lasts 6-60 turns.

HALLUCINOGEN I: A sort of non-magical phantasmal forces potion. The user imagines that he sees various creatures. They will probably be distortions of his companions or anyone that is nearby. Lasts 1-6 turns and there is a 10% chance of insanity.

DRUNKENNESS: Drinking this potion will cause an effect similar to the passing of point C on the alcohol chart (see Alcohol in D&D). It will burn off at the same rate as a similar amount of alcohol.

LEVEL 3

POISON III: This poison does damage equal to the user's level in 8-sided dice (D8).

COWARDICE: This potion gives a -5 to the morale score of the drinker. It lasts 12-120 turns.

BRAVERY: The opposite of the cowardice potion.

It, also, raises one's saving throw vs fear by 4 experience levels.

PARALYTIC II: General motor paralysis for 1-4 days.
DEPRESSANT II: Doubles reaction time, -5 dexterity, ½ movement speed. Will cause sleep in below average constitution types. If either of the depressants are combined with alcohol, treat it as the most powerful poison usable by the creator.

LEVEL 4

POISON IV: This poison does damage equal to the user's level in 12-sided dice (D12).

BEAKER OF BERSERKERS: This potion causes the drinker to act as if he were berserk.

SLEEP II: Will cause sleep for 1-10 days. Subtract 1 day for every constitution point over 12.

POTION OF SUBJECTION: This potion has an effect similar to that of the hold person spell. The person drinking it will come under the power of the first person to give him a direct order.

HALLUCINOGEN II: This is a more powerful version of hallucinogen I. It lasts 10-60 turns and will cause the imbiber to see frightful visions with a 30% chance of insanity. During times of stress this particular potion has a nasty habit of giving recurrent hallucinations. Use the constitution chart for resurrection to determine reoccurrence. Failure to resurrect means the potion is working full strength in the character's system again.

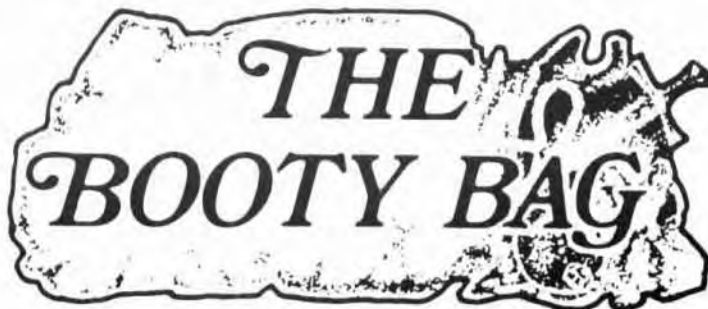
LEVEL 5

POISON V: This poison does damage equal to the user's level in 20-sided dice (D20).

INSANITY: Causes the drinker to go insane, permanently. Spells and potions of healing can eventually counteract the effects.

POTION OF PAIN-EASE: This potion doubles the hit points taken by the character while under its influence. However, when the potion wears off and the hit points taken are not healed, the character will die immediately of any mortal wounds taken.

STIMULANT II: This potion works like a haste spell and opposite to depressant II. Reaction time is halved, +5 dexterity, 2 x normal speed.



Skull Staff by Mark Norton

A staff with a skull set atop it. In the hands of a Cleric, it can be used to control the Undead. The Undead must save vs magic or else come under the control of the Cleric. The staff will control 1-8 undead per level of the user.

CIRCEANS

LEVEL	HIT DICE	FIGHTS AS	SPELL USE	POTION USE	EXPERIENCE POINTS
1 Charmer	1	Man -1	1 -----	1 -----	0
2 Cybil	1+1	Man	2 -----	2 -----	3,500
3 Conjuress	2	Man +1	3 1 -----	2 1 -----	7,500
4 Lamia	2+1	2 Men	4 2 -----	2 2 -----	15,000
5 Siren	3	2 Men +1	4 2 1 -----	2 2 1 -----	30,000
6 Enchantress	3+1	3 Men	4 2 2 -----	3 2 2 -----	60,000
7 Witch	4	3 Men +1	4 3 2 1 -----	3 2 2 1 -----	120,000
8 Sorceress	5	4 Men	4 3 3 2 -----	4 3 3 2 -----	250,000
9 Wizardress	6+1	5 Men	4 3 3 2 1 -----	4 4 3 2 1 -----	400,000
10 Wizardress	7	5 Men +1	4 4 3 3 2 -----	4 4 4 3 2 -----	550,000

DAUGHTERS OF DELPHI

LEVEL	HIT DICE	FIGHTS AS	SPELL USE	PROPHETIC ACCURACY	EXPERIENCE POINTS
1 Novice	1	Man -1	-----	--	0
2 Vestal Virgin	1+2	Man	1 -----	--	1,500
3 Oracle	2	Man +1	2 -----	30%	3,500
4 Prophetess	2+2	2 Men	2 1 -----	35%	8,000
5 Mother Superior	3	2 Men +1	2 2 -----	40%	17,000
6 Priestess	4	3 Men	2 2 1 1 -----	45%	35,000
7 Holy Woman	4+2	3 Men +2	2 2 2 1 1 -----	50%	75,000
8 High Priestess	5	Hero (4 Men)	2 2 2 2 1 1 -----	55%	150,000
9 Matriarch	6	Hero (5 Men)	3 2 2 2 2 1 -----	60%	300,000
10 Matriarch	6+2	Hero (5 Men +1)	3 3 3 2 2 1 -----	65%	450,000
11 Matriarch	7	Superhero	3 3 3 3 3 2 -----	70%	650,000

POTIONS

LEVEL 1	LEVEL 2	LEVEL 3
1. Poison I	1. Poison II	1. Poison III
2. Sleep I	2. Aphrodisiac	2. Cowardice
3. Depressant I	3. Paranoia	3. Bravery
4. Paralytic I	4. Hallucinogen I	4. Paralytic
5. Stimulant I	5. Drunkenness	5. Depressant II
LEVEL 4	LEVEL 5	
1. Poison IV	1. Poison V	
2. Beaker of Berserkers	2. Insanity	
3. Sleep II	3. Potion of Pain-ease	
4. Potion of Subjection	4. Stimulant II	
5. Hallucinogen II		

VALKYRIES

LEVEL	HIT DICE	FIGHTS AS	EXPERIENCE POINTS
1. Shield Maiden	1	Man	0
2. Maenad	1+2	Man +1	1,750
3. Hell-cat	2	2 Men	3,000
4. She-devil	3	2 Men +1	4,500
5. Heroine	3+2	3 Men	8,000
6. Amazon	4	Hero	12,000
7. Super-heroine	5+1	Hero +1 (5 men)	24,000
8. Valkyrie	6+1	Superhero -1	50,000
9. Valkyrie	7+1	Superhero	100,000
10. Valkyrie	7+2	Superhero	175,000



ALCOHOL IN D&D

by Paul Jaquays

In most of the games played here at the Arbor, the best place to get information is in the local Inn or Tavern, since it is one of the few places that Lawfuls, Neutrals and Chaotics can all frequent with relative safety. One of the most effective ways to get information out of the locals is to get them feeling friendly with a drink or two. Usually the player/characters join in lifting of tankards. The point is, just how much fermented stuff can one's character imbibe before getting scotched out of his mind? The following charts are based on the constitution of the characters in question. Just how well he can hold his liquor is proportionately dependent upon it. The relative effectiveness of the various varieties of alcoholic refreshments is somewhat arbitrary, but loosely based on the actual content of the **Men and Magic** price guide. These, too, may be changed to fit your particular game situation.

The alcohol point system is used thusly: Determine the amount of alcohol that the character has partaken of and then plot it against the chart, using the horizontal column that matches his constitution score. Whenever the alcohol point score crosses one of the zig-zag vertical lines marked A, B, C, or D check the appropriate letter below.

- A. At his point, several factors ar down. -1 hit probability, -2 dexterity, -1 intelligence and -1 wisdom.
- B. -3 hit probability, -4 dexterity, -2 intelligence, -4 wisdom. Actions at this point will tend towards chaoticism.
- C. Roll 1D6 at this point to determine whether conciousness is retained. On a roll of 1 or 2 conciousness is retained. Roll again each time additional alcohol points are ingested. Reduce Dexterity, hit probability, and wisdom by 1 point every time the conciousness saving throw is made.
- D. At his point alcohol becomes a 1D8 poison. A saving throw must be made against the overdose of alcohol in the character's system. Every 4 points over D raises the effectiveness of the poisoning capability by 1D8.

For more information on poisons see **THE DRAGON** Issue 2.

Alcohol burns off at a rate of 2 points per 6 turns (1 hour). Hangovers may be treated at the DM's discretion. Unconciousness lasts at least until the character's alcohol points are below the normal unconciousness level.

For every three levels attained, a character's alcohol tolerance will be raised by one constitution point.

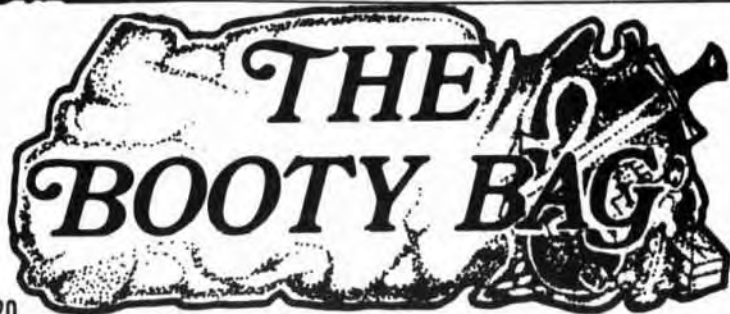
Continuous alcohol imbibance will raise the character's tolerance at a much faster rate.

	A	B	C	D		Drink	Quantity	Alcohol Points	Cost
	0	1	2	3-4	5+				
	1	2	3	4-5	6+	Wine	Glass	1	2 Silver P.
C	1	2	3-4	5	6+	Wine	Quart	5	10 Silver P.
O	1	2-3	4-5	6-7	8+	Beer	Pint	2	3 Silver P.
N	1	2-4	5-6	7-9	10+	Beer	Keg (gal.)	16	25 Silver P.
S	1-2	3-4	5-7	8-11	12+	Brandy	Glass	3	5 Silver P.
T	1-2	3-5	6-8	9-11	12+	Brandy	Quart	15	25 Silver P.
I	1-2	3-5	6-9	10-12	13+	Liquor	Glass	5	10 Silver P.
T	1-3	4-6	7-10	11-14	15+	Liquor	Quart	25	50 Silver P.
U	1-3	4-7	8-11	12-15	16+				
T	1-3	4-7	8-12	13-16	17+				
I	1-4	5-8	9-13	14-19	20+				
O	1-4	5-9	10-14	15-19	20+				
N	1-4	5-9	10-15	16-20	21+				
	1-5	6-10	11-16	17-21	22+				
	1-5	6-11	12-17	18-23	24+				



Pentacle Staff by Mark Norton

The same as the above, but for the control of demons. The staff will control up to 4 levels of demons per level of the user.



The Room of Crooked Magic by Paul Jaquays

The room of Crooked Magic... better known as Malfunction Magic Inspection B No. 4036, Gnome Division, is full of all kinds of magic. However, each one is not what it may seem to be. Every piece of magic in the room is somehow crooked... i.e. it doesn't work the way it was intended to. There are 30 gnomes in the room. They keep themselves busy by cleaning the room and inspecting the various magical items. There is a 30% chance that the Gnome inspecting a particular item will be keeping notes on his findings. The notes will be in Gnome. The following are the magical items in the room:

1. This is a 1/2 finished scroll of protection from Lycanthropes. It has two malfunctions: 1) it calls all Lycanthropes within 500 ft. and 2) it will only protect from 50% of the Lycanthropes.
2. Potion of Invisibility. 12 swigs, person will only become 50% invisible.
3. Sword +1, Chaotic. will work as a +1 sword for 3 rounds and then shatter.
4. Potion of Growth, 11 swigs. Causes user to become a giant idiot. IQ 3.
5. Armor +1 man-sized plate. Armor is magnetic. All swords, etc. are attracted -3.
6. Scroll: Protection Undead. Undead attack with berserk fury.
7. Sword +1, will fly out of the users hand at the first threat of danger.
8. Potion: Treasure finding. Will lead player to the biggest monster.
9. Armor: +1 man-sized plate. Tends to glow in the dark.
10. Armor: +1 man-sized leather. Weighs as much as plate mail.
11. Dagger +1: Fights with same hit probability and damage as a two handed sword.
12. Sword +1: goes limp in battle like a wet noodle. Int. 11, Ego 4, Lawful. Reads magic: Nothing beyond 3rd level, Notes Shifting walls: usually too late, Detects gems: can't determine size, Sees invisible objects: can't see anything not invisible, Speaks lawful and Mirror Man.
13. Potion: Delusion. It becomes any potion that the drinker wishes.
14. Mace +1. When thrown it will shoot like a rocket for 5D8 of damage, but then becomes like rubber for 10 turns (1 hour 40 minutes).
15. Potion: Human Control. The user immediately places himself under the control of the nearest humanoid creature. 9 swigs.
16. Sword +1. This sword is invisible so that it looks like an empty scabbard.
17. Crossbow of Speed. This bow is -3 added to the initiative dice when fired. It may be released and then have the ensuing 1/2-4 melee rounds occur before it will fire.
18. Manual of Golems. This book is for the manufac-

ture of the straw golem. Other golems may be constructed from it, but they will fall apart in 10 days.

19. Potion of Longevity. This potion will shorten a players life span by 10 years.
20. Decanter of Endless Water. Instead of water, this vile dispenses a gooey foam.

The gnomes are willing to sell any and all of the above magic items. The prices will vary, depending on whether the gnomes know what the item does and whether or not it is valuable or a dangerous crock. As a defense against intruders who mean them harm. Each gnome has a small cylinder in his pocket that activates a death ray mounted on one of the walls. The death ray is aimed 4 1/2 feet above the ground and makes two sweeps of the entire room. If the Gnomes feel that they are being cheated on a deal, they may lie about the attributes of a magical item.

METAMORPHOSIS

ALPHA © 1976 Tactical Studies Rules
By James M. Ward

MA is played and judged exactly like D&D, but it is definitely not like D&D in its basic nature. In D&D one succeeds by gaining levels and the security that these levels bring through power. In MA the players only survive by gaining knowledge and devices found on a starship that the Starship Master has created for his or her players. The ship should constantly change (as opposed to levels in a castle or dungeon, which, usually do not). The game is very open-ended for the players, in that the player feels can survive the dangers of a starship gone wild. Never before, in any other game, has the need for knowledge been so important. Knowledge for using ancient devices, knowledge on mutations and knowledge on the many areas of the ship, all play very vital roles in MA.

Another factor is radiation, with which all things are possible. Radiation created, and continues to create the many fierce mutations that roam the ship. It forms effective barriers to the entrance of many ship areas. It can change the function of any device existing or created after the death cloud. Radiation can, in its stranger forms, warp space and time; doing things like teleporting players, changing their bodies in one form or another (for variable lengths of time), or it can affect single materials. This could take on the form of draining energy cells, rusting ALL metals, negating the color bands or, simply, poisoning all food.

I, also, believe that judges are much more active in their duties. This is made possible by the wide range of non-player, highly active characters that should abound in any given starship. It is, also, forced on the judge by changes in the ship that the players effect. When robots are released or dormant computers are turned on, things must be dramatically changed from level to level.

The whole game is something that I created for everyone to have a lot of fun with. It is hoped that science-fiction fans as well as D&Ders will learn to love it. Even if the basic concept is not liked, it is still a lot of fun to create mutations. May androids never find your tribe!!!

Magic, Tomes, scrolls



by Paul Jaquays

Today's topic for discussion: Magic use, scrolls and books. As a disclaimer, this is not intended to be a gospel for magic use. As most refs will agree, magic is probably the most disputed topic in the D&D library. This is due to the vagueness of the original rules and the confusing additions. (Nice spells. . .but how do you use them?) Thus it seems that the largest problem faced by the novice DM is "How do I use the magic systems in *Men and Magic* and *Greyhawk*?" Hopefully I can clarify it a little.

Men and Magic: A first level MU has 1 spell and as clarified later in a **Strategic Review** (No. 2), he may use any particular memorized spell only once per day. Rationale: "Once the spell is spoken that particular memory pattern is gone completely." Every level that is attained adds more spells to the number that the MU is able to have memorized at any given time. The number reflects the amount of mental discipline attained by the user. The SR interpretation of spell use seems to assume that just because the memory patterns are erased, the spell is usable but once. If one uses scrolls or books of magic in one's campaign, then MUs ought to be able to take time to relearn the already spent magic or to learn a new spell. The relearning rate for magic is ½ hr. (3 turns) of studying per spell even if the 24 hour period is past. Spells may not be relearned during required periods of rest as per D&D rules.

Another encountered hassle is the chart on page 8 of *Greyhawk* under "Determination of Abilities (additions and changes)," dealing with Intelligence. Since *Greyhawk* is almost canonical, an explanation of it might be helpful.

Using the above chart from *Greyhawk*, find the intelligence and plot it against the column containing the Minimum number per level. This is the minimum number of spells available to an MU per spell level. This

Intelligence of Magic-User	% Chance to Know any Given Spell	Minimum # per Level*	Maximum # per Level*
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

*minimum and maximum numbers of spells known knowable in each spell level

The intelligence of the magic-user also serves to delineate the use of spells above the 5th level:

- Only magic-users above 11 intelligence are able to employ 6th level spells.
- Only magic-users above 13 intelligence are able to employ 7th level spells.
- Only magic-users above 15 intelligence are able to employ 8th level spells.
- Only magic-users above 17 intelligence are able to employ 9th level spells.

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has nothing to do with the number of spells the MU may know at any given time. With this done, go to the Max per levels chart and choose the appropriate die to determine the exact number of spells the MU has available to him. The die should have sides approximately equal to the number in the column. The number showing after a roll of the die is the number of spells available as long as it is greater than or equal to the minimum number.

But wait, one is not done yet with this nefarious chart. The column runed—"% Chance to Know any Given Spell" is yet before us. The MU now knows how many spells he may have, but as yet he may not know which spells he can use. The choice is not necessarily up to him. In my campaign, magic is a gift of the gods and is sometimes doled out capriciously. To make a random determination of spells, roll a die of sides equal to or greater than the number of spells available. Match the die number to the appropriate spell number. Start there and roll %ile dice. Say that a MU of 14 intelligence rolls (65% chance). Any score of 65 or below means that he has the spell. Over 65 tough luck, unless one goes through the table more than once to fulfill spell quota.

This column may also be used as a stress factor. In the case of surprise, sudden conflict, falling or whatever; this % can stand for the MU's chance of knowing the given spell in that situation. Fail to make the percentage and you fail to remember the spell completely.

Another big question. Where does magic come from when the MU advances to new levels of ability? The extra spells learned per level come from increased mental discipline. However, the new spell must come from outside sources. These sources may be scrolls, books, mentors or as in my campaign, through the contacting of the Arcane Elders, a group of 9 demigods. To make the contact a special spell is cast on a magical gem called an Arcane Crystal. Once contacted,

these godlings distribute magic as they see fit.

The above are only interpretations of the rules as I and several sources see them. I have included no spell point system as I have nothing to offer in that area. If anyone has a point system that works fairly well, please feel free to submit it.

Scrolls & Books & Stuff: A pox on Scribes!! (As per the Dragon No. 3) In accordance to *Men and Magic*, page 35 under "Books of Spells", the cost to replace a single spell in a book of magic is equal to the initial amount for spell research. . .that is 2000 GP x the spell level. Also the scrolls and books may only be created by Wizards as per D&D rules. It is not the mere recopying of magical symbols that makes a scroll magical, but it is the power placed in the writing by the Wizard that gives access to the magical plane. Otherwise, anyone with a speed ball pen and a bottle of India Ink would be in the scroll manufacturing business. Thus it seems that scrolls should be treated as what they are, magical items.

Additional spells may be learned from books and scrolls. It will be assumed that the MU will know all the spells in his own volume and may draw upon them for relearning. In addition to these spells, new spells may be learned from other MU's and from scrolls as long as their level is equal to the ones attainable by the MU. Such learning, not reading, of scroll spells leaves the magic intact upon the scroll. It is only the direct reading and casting of a spell that ruptures the bond between the magic power and the parchment. Direct reading from a book will also cause the spell to disappear.

I hope the above may have clarified where a portion of my stand on magic is. It's not a complete text, but I hope that it will help those who do not even know where to stand magically. Persons who have worked out their own system may choose to ignore everything that I have said.

References: *Men & Magic*, *Greyhawk*, *Owl & Weasel No. 19*, *Strategic Review No. 2*, *The Dungeoneer No. 1*.



A Change in the Elemental

by James M. Ward

Elementals are the most misunderstood of all the magical creatures. As given in the D&D manuals, there are four different kinds: air, water, fire, and earth. Everyone knows that when a MU summons one of these beings he or she must constantly keep it in control or the elemental will go against the wishes of the summoner and attack that being.

The creation of elementals should not be limited to these already mentioned forms of matter and energy. Take acid for instance. This type of elemental could resemble a water type in all respects except that its touch dissolves instead of just doing damage. A gas elemental composed of hydrogen would not have to great a hitting power, but if ignited it would be a holocaust. A wind elemental, as opposed to an air elemental, could be twice as strong and three times more damaging than its more stationary counterpart. A molten lava elemental able to hurl lava balls doing massive heat damage would be much more effective than the fire or earth type. Imagine a jungle plant elemental with poison thorns and grabbing vines all over its body, a sand elemental could be able to use its sand blasting wind power to terrible effect, and a glue elemental would have everything hitting it stick permanently, even after it goes back to its maneless limbo.

When reviewing the use of the fire elemental, the precedent has been to not only use material matter, but enery states as well. Using this, a darkness elemental could be created. Its opposite, the light elemental, would emit a painful brilliance, making it impossible to look at and therefore very hard to hit. A lightning elemental could be created by the bolts sent to attack the summoner.

With all this in mind, a magic user could time spells of summoning to use the unnatural abilities of his enemies against them! Imagine a white dragon that is breathing cold power at a wizard and the magic user summoning a cold elemental out of that breath; thus not being hurt by its power. This concept will not only create more unusual monsters, but it allows the wizard a better chance of survival in some of the fiercer levels in any given castle.

Comments on "Those Lovely Ladies"

by Judith Preisse Goetz

Critisims of the character attributes assigned to fighting women: I would accept the assumption that women have a higher charisma as far as men are concerned, however, you have ignored the complimentary phenomenon that men have higher charisma as far as most women are concerned. Second, I vehemently protest the deletion of charisma points for women whose strength scores are 17 and 18. Most outstanding female athletes are often more sought after than other women. Finally, some suggestions of a more positive

nature. Comparative studies of males and females on both strength and dexterity show that: 1) women perform less well than men, on the average and 2) there is a smaller percentage of outstanding female performers. To represent this, female characters should take a -1 on dexterity and strength unless a score of 1-4 is made on a D6. This disadvantage can be balanced by the +1 on charisma and a +1 on constitution in general (not just against adverse weather conditions). The latter phenomenon—a female's greater resistance to environmental stresses of all types—has, also, been well established.

Frost Wizards
by Paul Jaquays

Frost Wizards!! More intelligent than their more or less non-magical brethren, these creatures of icy magic control the farthest reaches of the hinterlands. Tutored in the arts of magic, these giants have become more powerful and can control the frozen element.

Treat them as you would a normal Frost Giant, except that they take one extra hit die and live to be much older. They are slightly more intelligent looking than the average giant. Each Frost Wizard has use of a certain number of ice controlling spells that he can use as one would use a special ability rather than as a conventional magic use spell. Each spell may be used as many times daily as its level number evenly divides into its crag/level. That is to say a Frost Wizard of the 4th Crag could use a 2nd level ability twice daily and a 3rd Crag Wizard could only use it once per day.

Frost Wizards only advance in ability through increasing age. (The detrimental effects of age, however do not affect a Frost Wizard.) They serve a division of Nature, similar to druids that concentrates on the frozen aspects of life. And through this service, the diety of nature rewards its devotees with increased powers. In a sense, Frost Wizards belong to a semi-Dru- idical sect. However, they may also be of any alignment (if alignments are used) not being limited to just Chaotic Lawful or Neutral.

Frost Wizards require a minimum intelligence of 15 and a Wisdom of 14. For most of the average giant population, this should be far above average. Because of their native abilities, all frost giants are of the first Crag, that is they have from one to two first level abilities. It is the next jump, which requires 300 years of service, that determines if one is on the way to becoming a true Frost Wizard.

	1	2	3	4	Age
1st Crag	1-2	-	-	-	50-200 Years
2nd Crag	3	1	-	-	500 Years
3rd Crag	4	2	1	-	700 Years
4th Crag	5	3	2	-	900 Years
5th Crag	6	4	3	-	1100 Years
6th Crag	6	5	4	-	1300 Years
7th Crag	6	6	5	1	1800 Years
8th Crag	6	6	6	1	2000 Years
9th Crag	6	6	6	1	2300 Years
10th Crag	6	6	6	1	2600 Years

That space of time between 6th and 7th Crag is so great because it is the level jump in which the spell *Glacier* is acquired.

First Level Abilities

1. Snowballs
2. Northwind
3. Snowstorm
4. Lower Temperature
5. Chill
6. Water Breathing

Second Level Abilities

1. Water to Ice
2. Javelin of Ice
3. Wall of Ice
4. Simulacrum
5. Freeze Person
6. Hail Storm

Third Level Abilities

1. Cold Blast
2. Ice Ball
3. Ice Quake
4. Ice Elemental
5. Ice Storm
6. Monster Summoning*

Fourth Level Abilities

1. Glacier

SNOWBALLS: Treat as Magic Missiles one per level/ Crag of user.

NORTHWIND: a 5 x Crag of user mph cold wind adds 10 to 80% effectiveness to all spells. Effect is 10% x Crag of user.

SNOW STORM: Blinds, slows movement by 1/3.

LOWER TEMPERATURE: 10-100 degrees roll %ile dice.

CHILL: Slow spell.

WATER BREATHING: Only in icy cold water.

WATER TO ICE: As per rock to mud

JAVELIN OF ICE: Icy spear 3-24 damage.

WALL OF ICE: As spell/double effectiveness.

SIMULACRUM: As spell. User may always detect and dispel such.

FREEZE PERSON: Stop all movement. Make ressu- rection roll or death.

HAIL STORM: Lesser ice storm. 1-10 per person.

COLD BLAST: As per White Dragon blast of same dice as user.

ICE BALL: As per fire ball.

ICE QUAKE: Earthquake spell on ice only.

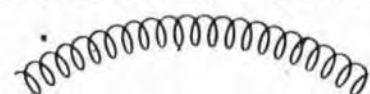
ICE ELEMENTAL: DICE as per water elemental, dam- age as per earth elemental - touch as per freeze person ability.

ICE STORM: As per spell.

MONSTER SUMMONING: May summon up Frost Demons, Frost Giants, White Dragons, Polar Bears, or Berserkers.

GLACIER: This spell takes 1-2 weeks to complete. It will create a glacier in a mountain and cause it to move in a guided direction, destroying all in its path. Once set in motion, it is all but irrevocable.

A final Note: Each Frost Wizard will be guarded by 1-10 (depending on his Crag) Frost Giants.



Idiosyncracies in D&D

by Randy Cox
Paul Jaquays
Tamara Wicland



It is often said that it takes all kinds of people to make a world, so why should D&D make an exception? A tendency exists in the game to make all rolled characters fearless ubermenschen that fear no evil, fail no task and have no weaknesses; thus ending up with an overabundance of James Bondish, Conanque, supermanic, Blaise hero types. To alleviate the number of these shallow characters and create some really unique personalities, some basic assumptions can be made. First it would be unreasonable to assume that the average character might have anything but a relatively normal personality. On the other hand, it's rather difficult to imagine that anyone could live through the conditions encountered in dungeons, etc. could still remain completely normal. (Can we define what is normal though?) In fact, in some cases the mental stability of some might be impaired. Such stress could bring minor to severe psychological and physiological alterations in a character. Henceforth they (these strange aberrations) shall be known as idiosyncracies. They can be both a hindrance and a blessing.

As a note to DM's, we have tried to give some ideas and outlines for idiosyncracies in this text, but we encourage you to use your imagination in applying them to your monsters, characters and non-player characters. How about a hypochondriac dragon, or practical joking orcs, an EHP that stutters or an absent-minded wizard? The above are just a random sampling of the zany and unexpected things you can throw at the group to tresspass your hallowed halls or virgin forests. An occurrence rate for Idiosyncracies might be anywhere from 5-30% depending on your tastes in running a game. I hope everyone enjoys these charts and realizes the fun that may be had (and the characters that may get had, but that is to be seen.)

Idiosyncracies Chart

01-05	Hiccupping
06-10	Stuttering
11-15	Felix Unger
16-20	Slob
21-25	Practical Joker
26-30	Political Activist

31-35	Bigot
36-40	Vandal
41-45	Pack Rat
46-50	Absent Minded
51-64	Special Mental Disorder <i>re-roll below</i>

1	Manic Depressive
2	Hypochondriac
3	Pyromaniac
4	Paranoid
5	Hyperactive
6	Hypoactive
7	Split Personality
8	Kleptomaniac

65-69 Phobias I (*re-roll below*)

1-2	Acrophobia
3-4	Agorophobia
5-6	Claustrophobia
7-8	Nyctophobia
9-10	Magiophobia

70-79 Phobias II (*re-roll below*)

1-2	Insectoids
3-4	Rodents
5-6	Specific monster type
7-8	Flying Animals
9-10	Undead

80-97 Allergies (*re-roll below*)

1	Fur
2	Dust
3	Insect bite/stings
4	Food type
5	Medicine type
6	Magic
7	Two of the above
8	Three of the above

98-99	Roll again twice
00	Roll again three times

Hiccuping - Usually occurs in stress situations but can be constant. A quest might be in order for some temporary cure. Is usually severely distracting and annoying to player for 1-10 melee rounds. Dex. -2, Hit prob. -5, AC -1, -10" on all movement rates while hiccupping.

Stuttering - Not a good leader because he is hard to understand. However, he is a good listener and has an excellent memory, plus Charisma is -5 while talking.

Felix Unger - Compulsively neat. Alignment always lawful. Often found cleaning dungeon rooms, sharpening swords, or rearranging backpack during rest periods. His weapons are always in excellent shape, giving him a +1 hit probability in the 1st two rounds of melee. He dislikes dirty jobs and is a meticulous mapper. Makes a good group leader if tolerated and often has a high Charisma (13 to 18). (*An example would be J. Mark Hendricks, ex-roommate of ye editor emeritus.*)

Slob - Ancient ancestor of **Dungeoneer** editor (known for perfecting the verticle piling system.) Alignment is usually neutral or chaotic. Unconcerned with dirty work or personal hygiene, master of the verticle piling system - has an affinity toward finding valuables in junk piles. Requires an extra melee round to retrieve anything from back pack.

Practical Joker - Incessantly tricks and teases members of group, carries material for tricks and traps and identifies them at +1 or +2. Goes about kicking dead bodies, changing signs on doors, exploding stink bombs and rusting chain mail. Enjoys making others look very foolish, often found missing, takes lots of independent action.

Political Activist - Definite revolutionary. Anti-establishment (*remember that word?*) Tends to cause trouble for group leaders. Carries many scrolls and posters, occasionally carves slogans on dungeon walls. Great ability at talking people and monsters into doing things and generally rabble rousing. Voice has an effect equal to charming. Victim has +5 to saving throw as against magic. Activist has +2 added to his charisma.

Bigot - despises Elves, Dwarves, Hobbits, Humans, half-breeds, MUs, Clerics, nobility, thieves, fighters, etc., anything unlike his own race and/or sex or Social status. Verbally he will discredit, antagonize and attack his victims. When provoked, he will physically attack but stop short of fatally wounding his victim. Will defend only himself in melee. Tends to divide group and spread mistrust. Usually has very few friends.

Vandal - Heavy into destruction of property, leaves a trail of graffiti and broken objects. Alignment is usually chaotic. He cannot leave a room undisturbed, goes around breaking magic mirrors, disturbing insect nests, and setting off traps. Does not get along with Felix Unger types or Little Old Ladies in Tennis Shoes.

Packrat - Picks up anything shiny, interesting or possibly useful within the next 100 years. Always seems to have just what is needed. Will not throw anything out, even if something more valuable is found. Feels a certain kinship with friendly dragons and speaks dragon fluently.

Paranoid - Always on the lookout because everyone and everything is out after him personally. He will alternately switch from the front of the group to the back, depending on whether he distrusts his companions or the monsters more at the time. Impulsive - runs about attacking shadows, noises, and dark corners. When any mistrust begins in the group he over-reacts. Not easily surprised - only on 2 consecutive rolls or a 1 or a 2 on a D6.

Hyperactive - Constantly exploring, running, jumping and talking. Tends to be in the front of the group. Has endless enthusiasm that tends to wear on your nerves. Welcomes dares and will do almost anything. Very impulsive. +10" on all movement factors and +1 on initiative. Usually always has the first strike.

Hypoactive - Constantly nagging to stop and rest. Tends to follow the group at as slow a pace as possible. Will do nothing willingly or without encouragement. Moves as little as possible. Basically lazy. Has -10" on all movement factors. -1 on initiative rolls. Usually will strike 2nd in melee.

Split Personality - At least 2 different personalities will be evident in this idiosyncrasy. Usually they will be opposite, but not necessarily. Use imagination and set up a change cycle. Reroll on chart to determine the idiosyncrasies of each personality. Slob - Felix Unger types, Male-Female, Agorophobic-Claustrophobic, etc. are just a few of the possible combinations.

Kleptomaniac - Enjoys being in the obscure corners of the group, often close behind the most wealthy members. Definitely not to be trusted with the treasure. Will compulsively swipe something out of every room entered whether valuable or not. Has +20% on pickpocketing ability.

Phobias - In each of these phobias-50% chance of victim going berserk until restrained and 50% chance of passively withdrawing, that is going into shock, til the situation is removed.

Acrophobia - Will go no closer than 10' to an unrailed drop of 20' or greater. Avoids ladders, rope climbing, swinging bridges, rooftops, and mountains. Poses a serious problem to levitating MUs and high climbing thieves.

Agorophobia - Fear of open spaces, like wide prairies, open cavernous rooms or anything over 75' wide. Monsters often have the worst cases while in more intelligent creatures it is less pronounced.

Claustrophobia - Fear of confined spaces. Refuses to enter passages smaller than 5' wide or room smaller than 10' square. Will go into immediate panic if a door is shut and locked behind them.

Nyctophobia - A fear of the dark. He will proceed nowhere willingly without a lit torch or someone to hold his hand, he is paranoid of dark places, shadows, and noises. Gets along well with practicing pyros and can more easily identify sources of light in the darkness.

Magiophobia - Fear of magic use. Will not have dealings with MUs. Will go into a fear state if magic is used nearby. Can identify a MU on sight.

Absentminded - Spends much time looking for personal belongings because he is constantly misplacing them. Often found staring blankly at walls and is in constant mental debate. Because of this he has +1 added to his intelligence. However, 20% of all things laid down or misplaced or hidden by him will be permanently lost. MUs have a -20% chance of remembering a certain spell in a crisis situation.

Manic-Depressive - Goes in cycles that alternate from optimism to pessimism. Roll for length of cycles from 4 hrs. (24 turns) to a week. Makes a poor leader because he alternates from gung-ho to give-up. And his followers tend to become disenchanted with him. Optimist is +1 on all melee rolls and has +1 on his AC. Pessimist is -1 on all melee rolls and has a -3 Charisma.

Pyromanic - Is charmed by large fires and would enjoy nothing more than burning the dungeon out. Can only be an expert in the use of fire-bombs and torches. With an IQ of 13+ he may refine his own high-combustible oil. He is +2 in all attacks with fire and +1 on his saving throw against any kind of fire.

Hypochondriac - Develops symptoms of any possibly available disease, even when his race is not susceptible. Complains often about dampness and musty dungeons, but stays too healthy to get sick. Carries large first aid kit with numerous medicines and cures. +10% against actual diseases. +20% faster healing time, +2 constitution.

Phobias - In any phobia related to animals or undead, the player will react by partly losing rationality, and taking the nearest means of escape. When fleeing is impossible, he will turn and fight, but his fear will affect his performance:

-10" Movement

-1 on saving throw against that monster

+1 on damage received

-1 to constitution

10% chance of hysteria for 1-10 melee turns.

MUs: -20% of remembering spells in a time of crisis.

Note: Some of the above phobias can be based on a related allergy, i.e. Allergy to bee stings would cause a fear of bees and wasps.

Allergies - After exposure to substance for 1-10 melee rounds victim will become subject to the following:

Light Reaction: eye watering and sneezing up to 2 full turns after removal of source.
-1 hit probability.

Medium: Above plus asthmatic reaction. -3 hit probability, -2 Armor Class.

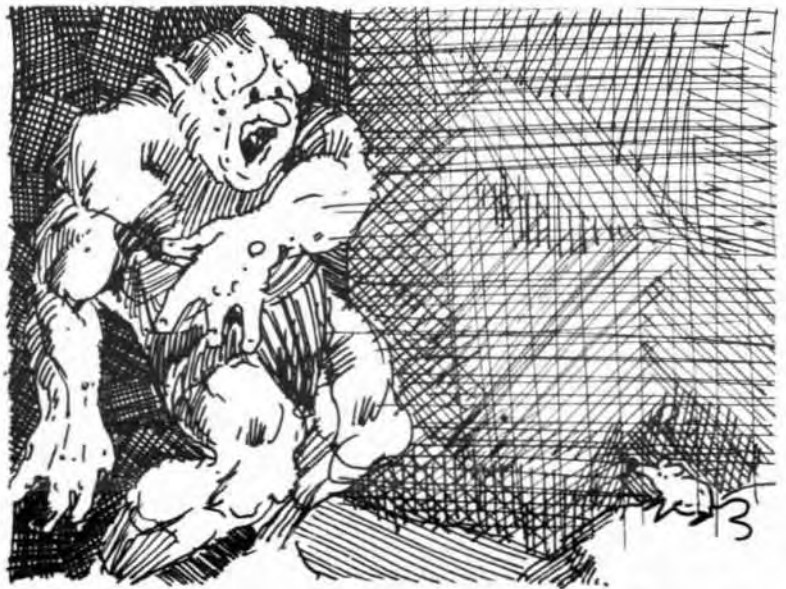
Heavy: Above plus skin rash and fever. As above but 30% chance of backing out 1-2 rounds every round.

Very Heavy: Victim Catatonic. Cure light wounds necessary to revive or help of a healer.

Fur - Induces sneezing at up to 20 ft. distant. 60% light reaction, 30% medium, 10% heavy.

Dust - Tends to be a problem in dry places in dungeons (crypts, mummies, undead) 60% light reaction, 40% medium.

Insect Bites/Stings - 40% light reaction, 25% medium, 25% heavy, 10% very heavy. Also double damage.



Magic - Allergy to all kinds of magic, including spells and items.

Light Reaction: Within 5' of a magic item or MU casting 1-2 level spells.

Medium: Light contact with magic item. Within 10' of a MU casting 3-5 level spells, recipient of 1-2 level spells. Within 5' of a powerful staff or artifact.

Heavy: Grasping a magical item, within 10' of a MU casting 6+ spells, recipient of 3-5 level spell, light contact with staff or artifact.

Very Heavy: Recipient of 6-7 level spell, grasping a staff or artifact, use of a magic item.

Death - 50% upon receiving an 8th level spell, 100% upon receiving a 9th+ level spell. 60% upon using a powerful staff or artifact.

A Note about Allergies - Low constitutions (less than 6) will move to the next category of allergic reactions, i.e. from light to medium or heavy to very heavy. Treat from very heavy to a 60% chance of death.

As one might see above, we have only outlined the possibilities for idiosyncracies. Other possible ideas: Albinism, Atheism, Optimism, Pessimism, fear of Light, fear of the Opposite Sex, other various phobias, schizoids, narcotics, etc.

Sexual aberrations have not been overlooked, they have been purposely left out. If you have any additional suggestions for the above list, work them out and send the material to us and we'll try to make a supplement to this article.



Atheas by Mark Norton

These are an aromatic spice leaf that will double the healing power of a Paladin when used. This also includes Rangers.

The Watcher

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FROM THE SCROLLS OF THE MOONSTORM MOUNTAINS

BY

David Marling

..... "Liatris was conceived under the seventh moon of the third summer of the New World. He was and would be the only son of the Great Black Thunder-wizard Lykor—He Himself being the only living legend of the Old World; a descendent of the immortal 'Elders'. And it was never discovered and eventually the question forgotten as to who had been the true mother of Liatris. For in these early years of the New World the Great Wizard had little time for His young son, and thus the raising of the child was left to the Watcher:

"The Watcher had been created in a great mishap of flame and smoke and magic. It stood a mere four and a half feet tall; flightless leathery textured wings lay folded in a haphazard confusion on its back; the cold skin of the creature reflected a nauseating and sickly pale plastic look and covered the irregular swellings about the thin body; long skinny fingers hung quietly on delicately boned hands at its sides; the bald head boasted no ears and no sound issued from the expressionless thin-line of a mouth. However, for its build and size it exhibited an unusual power about it: one was caught by the hypnotic touch of the vast eyes! They probed one's very consciousness and the most intimate recollections of mind and thought. The Watcher pierced the mind with telepathy and impressed the mind with empathy. . . Whether influenced by another mind or merely the foresight of an aging wizard, Lykor stayed His hand and to the Watcher entrusted the task of bringing Liatris to manhood. . .

So ended this passage from the Black Testament as interpreted from The Scrolls of the Moonstorm



Mountains.

No. Appearing.....1	This creature may to some extent be thought of as a treasure if it is alone. However, it is usually seen frequently now days at the side of a magic user or other intelligent human.
Armor Class.....3	
Movement.....12"	
Hit Dice.....6	
% in Lair..... None	
Treasure..... Special	
Damage..... Special	

There are some reports on

the other hand that their comradery is spreading to other groups as well as to other creatures. In this case the Watcher is extremely loyal to its "ward"—note the Watcher's feeling of responsibility for the creature it has fallen in with! The Watcher is reported to be very protective and pedagogue to an extreme (some are known to curse the creature's insistence). But should its ward come under attack, the Watcher will defend him without regard for even its own life. Attack is with a mind touch (range on the order of 120 feet). Probability of successful mind touch/melee/intelligence:

Once the touch has been made it is not possible to break it and another roll is not needed.	After the touch is made, the following matrix is incorporated to determine the damage/melee:
5%.....18	Roll of 1-10.....
30%..... 17-13	1-8 pts. in head
50%..... 12-9	Roll of 11-16.....
80%..... 8-4stun 1-6 turns
95%.....3	Roll of 17-19.....
 insanity 1-8 turns
	Roll of 20.....
 1 level drain

The Watcher is known to be a wanderer when it has no ward, and has been reported to frequent dungeons and ruins when in quest of a suitable ward. The creature remains reclusive however, and will avoid civilization where crowds seem to frighten it. Reports indicate that this holds true with respect to the possibility of an encounter as well as to the possibility of a favorable encounter. Though the Watcher has not been known to attack when alone, it will not hesitate to do so if provoked. As The Scrolls of the Moonstorm Mountains illude, the creature has extremely acute telepathy and empathy powers; reportedly with a range of as much as 240 feet! Being of the enchanted class, the Watcher can be hit only with magical weapons.

MONSTER MATRIX

Gremlins by Paul Jaquays

No. Appearing 2-200
 Armor Class.6
 Movement6"
 Hit Dice. ½
 % in Lair50
 Treasure Type D
 Magic Use 3rd*
 Damage-Normal, 1-4
 Fiery 2-9

* 5% of all Gremlins will be magical in nature, acting as 3rd level Magic Users. However, when they are in a fiery state, Gremlins may use pyrotechnics at will.

This new monster is actually nothing more than a magical variety of the common Kobold. However, its magical ability is not limited to just spells. It has the unique ability to "flame-on" like the Human Torch of Marvel Comics.

The Gremlin may flame for a period of one complete turn per day. Their fire is extremely magical in nature and no heat will be felt beyond a radius of 2 feet from them. But because it is such a magical fire,

it burns with an intense heat. Hot enough to have a low percentage chance of melting any steel or metallic weapon coming in contact with it. There is a 20% chance that steel objects will melt magically and instantly after damage is done or taken. For every plus that the object has, the melting chance will be lessened by 5%. Softer weapons will melt at higher percentiles. Gremlin fire has no effect on stone weapons.

The Wax Golem by Merle Davenport

Number Appearing . . 1-4
 Armor Class.7
 Movement8"
 Hit Points75
 % in Lair25
 Treasure None
 Damage 2-12
 or by weapon type

The Wax Golem was originally a blunder on the part of a Wizard's ugly by the name of Max Fritsson. While his master was away, Max neglected the task of melting the wax out of the mold and pouring the iron into it. When the Wizard

returned and cast the proper spells on the mold, out stepped the first Wax Golem. At first the Wizard was very angry and transformed Max into an eraser. It wasn't very long before the Wizard discovered several advantages of his new golem. This news made Max very happy as he emerged from his eraser shape with only one slightly worn shoulder.

The first thing that he noticed was that if his Golem was melted (accidentally), it would simply reform back into its original shape unless it is burned



also. The next thing he noticed was that due to the nature of the construction material, non-flaming weapons would have a 10% chance of becoming temporarily stuck in the golem and a 75% chance of becoming permanently stuck. If the weapon is only temporarily stuck, the assailant must take time out to pry loose his weapon, (if he dares). Flaming weapons only have a 15% chance of the flame being smothered by the melted wax. Missiles only have a 5% chance of doing damage because of the absorbing power of wax. Also, he found that it could not be killed by hacking. It could only be maimed. A cold spell will increase its Armor Class to 0 and slow its movement to 4". If, however, it is given one healthy blow, it will shatter and die.



Uglies by Mark Hendricks

Number Appearing1	Uglies are the chaotic
Armor Class. 7-9	Assistants of Evil Alchem-
Movement 6"-12"	ists 50%, Evil Magic Users
Hit Dice. 3-5	30% or other Evil Charac-
% in Lair 50	ters dealing in the mystical
Treasure Special	20%. They may be hired

for the mere pittance of room and board, an occasional small animal to torture as all are highly predisposed to sadism. Uglies are extremely low in intelligence, hideously grotesque, and will be either 3'2", 7'9", or a 5'1" hunchback. Because of their disfiguration there is a 50% chance of invoking pity or repulsion in those encountering them. Uglies are also endowed with incredibly high constitutions, enabling them to withstand severe physical hardship. They act as 6th level thieves (with the smaller ones gaining the bonuses of Hobbits) and as 5th level assassins.

Unfortunately, there is a 50% chance of the Ugly performing assigned tasks erroneously and a 30% possibility of partial error. Probabilities are halved when supervised by someone of intelligence. While well treated, Uglies remain exceptionally loyal (+4). If badly mistreated however, loyalty immediately drops to -3 until opportunity lends itself for the Master's ingeniously painful demise!!!! (With the kind assistance of the DM for the devilish means of player termination, of course.)

Note: Due to their stupidity, Uglies are impervious to verbal abuse, they deplore beatings and become terrified at the threatened presence of fire.

Treasure: Uglies have an unsurpassable fondness for shiny baubles, trinkets and other similar objects. Consequently, a small cache of 'valuables' shall always be in their possession and well hidden. The possibilities of items of real worth are as follows: Copper 30% 10-40; Silver 45% 10-120; Gold 25% 6-36; Gems/Jewels 10% 1-3; Magic 5% 1 item.





Fuzzies & Steelies by Paul Jaquays

No. Appearing 4-24
 Armor Class . . .
 Fuzzy 7
 Steely 0
 Movement 3
 Hit Dice 2
 % in Lair 60
 Treasure Type D
 Damage 2 Specials
 or/3 constrictions
 or/3 weapons
 Special- 2-12 electricle,
 plus saving throw vs. para-
 lyzation.
 Constriction- 1-3 per ten-
 tacle engaged.
 Weapon- If weapon is
 used alone, Fuzzies and
 Steelies fight as third level
 fighters. Damage is by
 weapon type.

The Fuzzy and the Steely are less imposing members of the Beholder genus. They have the same spherical body and central eye. The similarity ends at that point. Fuzzies and Steelies are furry and armored respectively. Each creature has three prehensile tentacles that dangle beneath its body as it hovers in the air. Their bodies are 1-2 ft. in diameter. Their tentacles are usually 3-4 ft. in length and may be withdrawn into the body or extended up to 10 ft. as they sting. These monsters sting similar to an electric eel. The sting does damage to neuromuscular system and cause

temporary paralyzation. Duration of paralyzations can be determined by multiplying the number of hit points taken by turns. 4 hit points taken and a saving throw failed results in 4 turns of paralyzation. The second mode of attack is by constriction. Once a hold has been established upon a creature, it will do 1-3 points of damage per melee round. A Fuzzy or a Steely may combine attack. The third mode of attack is by normal weapons. If no other modes of attack are being implemented, the Fuzzy or Steely fights as a human Swordsman (3rd level) with three attacks at -1 hit probability. The creature may opt for a single attack with a weapon and combine it with a constriction or electrical attack. These monsters may only use their electrical attacks twice per day.

Fuzzies/Steelies regenerate tentacle hits as trolls. Only living creatures may regenerate. Fuzzies take 1 point of damage per tentacle and Steelies take 2 per tentacle. An interesting mutation of these creatures would be to give them many appendages and many electrical or weapon attacks.

Fuzzies and Steelies are normally telepathic and if the Dungeon Master has these creatures may fight psionically also. They have a psionic strength of 50 and make use of the mind blast and the thought shield only.



The Draconette by Bruce Jaquays

No. Appearing 1-6
 Armor Class 1, -2
 Movement 18
 Hit Dice 1/2 to 1
 % in Lair 60
 Treasure H/1000

The Dragonette is a sort of miniature dragon. The first of these creatures were created by magic users as pets and servants, much the same way that Homunculi are created, but using dragon

instead of human blood. Their loyalty to their creator is usually high unless they are mistreated. The Draconette is extremely agile and quick. This inborn super-dexterity gives them a +5 on their defence, (above and beyond the already high AC). Draconettes like to collect small things like coins, small gems, scrolls and

small bottles. They usually stash these goodies in a high hole in the wall (ie. their lair) of their master's room. A Draconette will usually flee rather than fight, unless its master is under attack, its den is being ransacked, or its family is attacked. Draconettes are of medium low intelligence and only understand commands or queries spoken to them in their native dragon tongue.

The type (color) of Dragonette found or created is dependant on the type of dragon blood used to create them. Draconettes may also occur in the wild or as free roaming individuals and groups, usually descended from escaped or freed Draconette forebears.

DRACONETTE DATA BY TYPE

TYPE	HIT DICE	BR. WEAPON
White	1/2	Cold 1' x 1/2' cone
Black	1/2	Acid 1' x 1/2' line
Green	1/2	Chlor. gas 1' x 2/3 Cloud
Blue	3/4	Lightning 1 1/2' x 1/2' line
Red	1	Fire 1 1/2' x 1' cone
Brass	1/2	Sleep 1 x 1/3, Fear 1 x 2/3 Cloud
Copper	1/2	Acid 1 x 1/2 line, Slow 1 x 1 Cloud
Bronze	3/4	Lightning 1 1/2 x 1/2, Repulsion 1/2
Silver	1	Cold 1 x 1/2 cone, Fear 1 x 2/3
Gold	1	Fire or Chlorine gas.

CHANCE OF TALKING OR SLEEPING

White	5%-12%	Brass	7%-16%
Black	8%-10%	Copper	10%-10%
Green	11%-8%	Bronze	13%-6%
Blue	14%-6%	Silver	16%-3%
Red	17%-4%	Golden	20%-2%

DAMAGE DONE BY DRACONETTE

All breath weapons: 1 hit die of damage

Claws: 1 point damage.

Bite:

White, Black, Brass: 1-2 points damage.

Green, Copper, Blue, Bronze: 1-3 points damage.

Red, Gold, Silver: 1-4 points damage.

The Tin Foil Monster by Mark Norton

No. Appearing.	1-20	Highly voracious, this creature eats anything and as a result, various objects will be found in its gullet. Treat it similar to a Gelitanous Cube as far as treasure is concerned. There is a 20% chance that the creature will be a rarer variety of Silver or Copper foil, of approximately 500 GP weight.
Armor Class.	3	
Movement.	6	
Hit Dice.	4	
% in Lair.	60	
Treasure.	Special	
Damage.	1-8/Bite	

Darkness Monster by Jim Ward

No. Appearing.	1	This monster absorbs all light to a radius of 15 ft. in all directions, no matter what the light source as long as the creature is alive. It moves within this area, attacking from the darkness on its blinded victims.
Armor Class.	3	
Movement.	18	
Hit Dice.	10	
% in Lair.	5	
Treasure.	E	
Damage.	2 paws/ 8-64 per paw	

The Monster stands nine feet tall, with six large legs and two hairy armed paws. Its jaws have three sets of fangs, but it never uses them in battle. It generates its darkness from four tentacles that also allow the creature to see within the darkened area. It is reptilian in nature, thus giving off no body heat and making infravision useless against it. Illusions and Phantasmal forces have no effect on this creature.

Ray Gun Robot by Jim Ward

No. Appearing.	1	This machine was set loose to roam battle fields of the far, far future, shooting down all living organisms. The violence and power of these future battles often caused dimensional rifts that make these and other futuristic battle machines appear in dungeons and areas where rifts are created by Wizards and Gods. The device is programmed to stay 90 ft. away from any given target, firing 3 shots at every one and then leaving. It is 95% magic resistant, with an atomic-power cell that allows it and its gun to fire until it is destroyed. This is the cover creature to Number 3. The Ray Gun Robot is a creation of Jim Ward, author of Metamorphosis Alph, a new Sci-Fi role-playing game available from TSR.
Armor Class.	-2	
Movement.	24	
Hit Dice.	20	
% in Lair.	Nil	
Treasure.	Nil	
Damage.	Energy Ray 10D8	

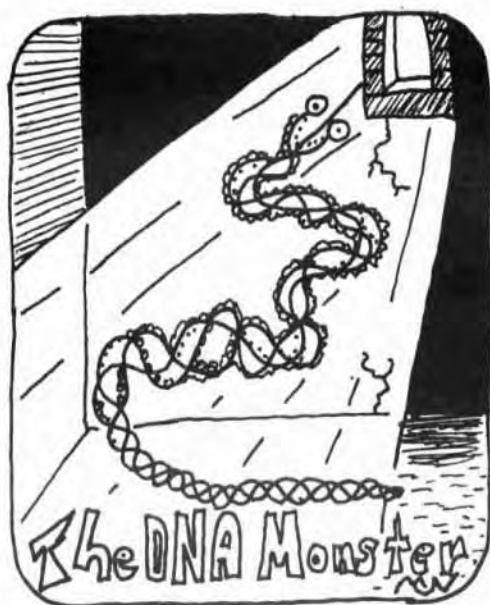


No. Appearing.....1
 Armor Class.....-1
 Movement.....15"
 Hit Dice.....10
 % in Lair.....Nil
 Treasure.....F
 Damage.....2-12
 Alignment.....Chaotic
 High Intelligent

This creature is a nearly invisible spirit form, malevolent toward all life. Besides normal combat capabilities, it has the power to animate any one non-enchanted metal object to do its will. This includes all weapons and armor. For example, it could animate a sword in the hands of a player/character and make it attack him. The Anaswami is Chaotic, Evil, and highly intelligent. It extends into both the astral and ethereal planes. It may (20% chance) have 1-6 psionic abilities. Its normal damage is scored by touch.

No. Appearing.... 1-100
 Armor Class.....7
 Movement.... 18" flying
 Hit Dice.....2
 % in Lair.....20
 Intelligent
 Chaotic
 Damage.... Suffocation
 1-6/turn

These are monsters made of pure, living smoke. Only magic weapons will work against these creatures since the magical weapon is solid on the same plane that these creatures actually exist in. Normal weapons will pass through these creatures and not harm them in the least.



DNA Monster by Mark Norton

No. Appearing.... 2-20
 Armor Class.....6
 Movement.....4"
 Hit Dice.....3
 % in Lair.....80
 Alignment.....Neutral
 Damage.....Strike/1-8
 25% poisonous

This creature is a huge, enlarged DNA Molecule. It is semi-intelligent but does not speak. This creature has no regular treasure but instead, some atoms in its structure will be gems. The occurrence of gems in the DNA creature's body is 15 Percent.

The Ithem by Mark Norton

No. Appearing.... 1-10
 Armor Class.....7
 Movement.....4"
 Hit Dice.....3, -1
 % in Lair.....40
 Alignment.....Hungry
 Not Intelligent
 Damage.... Tentacle 1-6
 Bite 1-4

This monster of many arms, many eyes and of course many mouths. It has 4 eyes, 8 tentacles, and 4 mouths. It will attack a maximum of 3 times from any given side that it is attacked from or facing. It will not bite unless its prey is ensnared in its tentacles.



Drolls & Snake Turtles by Mark Norton

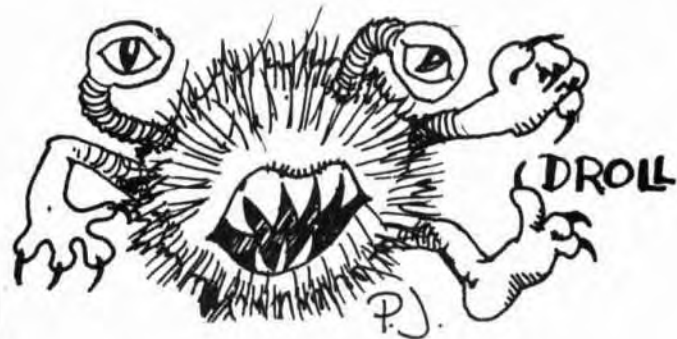
No. Appearing..... 2-12	No. Appearing..... 2-12
Armor Class..... 9	Armor Class..... 2
Movement..... 8"	Movement..... 10"
Hit Dice..... 6	Hit Dice..... 6
% in Lair..... 40	Unintelligent
Low Intelligence	Damage..... Bite 1-6
Damage..... Claw 1-4	Tail 1-10
Bite 1-8	Claw 1-4

Mud Creatures by Mark Norton

No. Appearing..... 1-20	The touch of these living mud creatures will turn the flesh of living creatures into unliving mud. Normal weapons have no effect on them and magic weapons have -2 damage. They are susceptible to a mud to rock spell (-4 on the saving throw).
Armor Class..... 3	
Movement..... 4"	
Hit Dice..... 10	
% in Lair..... 80	
Damage... Flesh to mud	
Chaotic	
Intelligent	



Mud Creatures



Mobil Dis by Jim Ward

No. Appearing..... 1-12 Billion	Imagine a one-fourth inch stomach with eight tiny legs attached and one half inch fangs in front. Multiply that by one billion and you have the Mobil Dis.
Armor Class..... 9	These creatures roam the dungeons and deserts of the world, eating everything in sight. They swarm over their food sources and nothing gets them off but death. One colony of Dis takes 10 accumulative dice of damage. These Dis are only effected by Cold, Heat, or a special chemical called Mobil Dis Salt. The Dis do not spread out when they travel, wandering in a three by three foot area and sensing anything living within an area of 60 ft. from them in all directions. When they swarm over a victim, they eat it and only it until the victim is all gone and then they turn to a new food source.
Movement..... 9	
Hit Dice (collective)..... 10	
% in Lair..... Nil	
Treasure..... Nil	
Damage (collective)..... 6D8	



mobil Dis

Wood Golems by Glen Taylor

No. Appearing	1-3	These creatures are created
Armor Class	1	and animated by druids of
Movement	9"	the 11th level or greater.
Hit Points	50	They must be constructed
% in Lair	10	of wood that has died a
Treasure	Nil	natural death, i.e., not by
Damage	by Weapon	fire, disease or men chop-
	type with +4	ping it down! They may
Alignment	Neutral	quire 5-8 weeks to con-
		struct. They may employ

any weapons that are usable by druids and will always be neutral in alignment. Fire will do double damage against them; however, they are able to imbibe Fire Resistance potions or receive spells of that type. Cold acts like a slow spell and lightning has a 20% chance of killing the golem instantly, otherwise it has no effect. Wood golems have a 30% chance of fleeing every melee round in which fire is used against them. It can not be affected by normal weaponry. Only magical weapons or spells will affect them.

Imps by Mark Norton

No. Appearing	1-10	Imps are best described as
	assorted	Demons. They are found
Armor Class	Variable	all over and are constantly
Movement	Variable	getting into things and
Hit Dice	Variable	causing trouble. Like all
% in Lair	40	Demons, they are Chaotic
Damage	Variable	Evil. The varieties of them
Alignment	Chaotic	are listed with their separ-
	Intelligent	ate powers.



TYPE	AC	HIT DIE	MOVE	HEIGHT	MAGIC RESIST.	CLAW	SPELLS
A	9	1	8"	3 ft.	normal	1-4	see below
B	9	2	8"	3 ft.	normal	1-6	see below
C	8	3	6"	4 ft.	50%	1-6	see below
D	8	4	6"	4 ft.	55%	1-6	see below
E	7	5	5"	5 ft.	60%	1-8	see below
F	6	6	5"	5 ft.	70%	1-8	see below
G	5	7	5"	5 ft.	80%	1-10	see below

A - Sleep, Charm person (use as in EW).

B - Magic Missile, Web.

C - Pyrotechnics, Mirror Image.

D - 3D8 Fireball, Sleep, Magic Missile, Conjure 1-4 type A Imps, Conjure 1 type 1 demon. (See Eldritch Wizardry for more information on Demons.)

E - 4D8 Lightning Bolt, Invisibility, Slow Spell, Conjure 1-4 type B Imps, Conjure 1-2 type 1 Demons.

F - Hold Person, Dispell Magic, 5D8. Cold Spell, Conjure 1-6 type B Imps, and 1-4 type A, Conjure 1-4 type 1 Demons.

G - Fear, Ice Storm, 7D8 Fireball, Protection from Normal Missiles, Conjure, 1-2 type D imps, 1-4 type B, 1-10 type A, 1-4 type 1 Demons, 1 type 2 and 1 type 3.

Monster Level Tables

Due to requests, I am listing below a comprehensive compilation of all the monsters published in The Dungeoneer to date. They are in order of standard D&D levels. The number following each creature indicates the issue in which it appeared.



1st Level

- 1) Gremlins 1
- 2) Draconettes 2
- 3) Imp A 3

2nd Level

- 1) Fuzzies 2
- 2) Smoke Creatures 3
- 3) Imp B 3
- 4) Golcoduli 4

3rd Level

- 1) Ugliers 1
- 2) Steelies 2
- 3) DNA monster 4
- 4) Ibem 3
- 5) Imp C 3
- 6) Ondoculi 4

4th Level

- 1) Tin Foil Monster 2
- 2) Imp D 3
- 3) Vorpal Bunnies 4
- 4) Mirror Men 4

5th Level

- 1) Drolls 3
- 2) Snake Turtle 3
- 3) Imp E 3
- 4) Bomb Monster 4

6th Level

- 1) Wax Golems 1
- 2) Darkness Monster 2
- 3) Ray Gun Robot 3
- 4) Anaswami 3
- 5) Mud Creatures 3
- 6) Mobil Dis 3
- 7) Wood Golems 3
- 8) Imp F & G 3
- 9) The Watcher 3
- 10) Zappers 4
- 11) Arora Energy Monster 4
- 12) The Agarett 4

Further additions to this list will not be comprehensive, but will deal only with monsters not covered by previous lists.



Zappers by Mark Norton

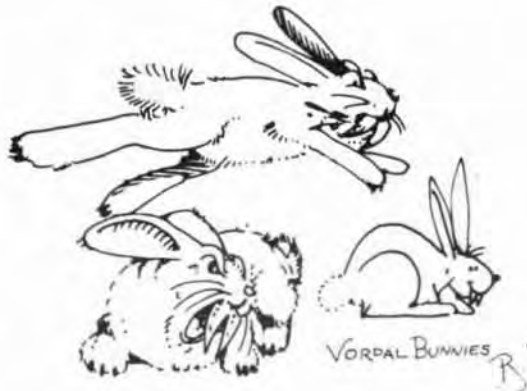
No. Appearing	1-10	Zappers are living lightning bolts that are attracted to metal and will destroy it.
Armor Class	2	
Movement	100"	Magical items will get a saving throw. Damage is proportional to the number of hit dice the individual creature has, i.e., 5 dice, one die of damage, 6 dice will do two dice of damage and so on.
Hit Dice	5-10	
No Lair		
Damage	1-6D8	
Low Intelligence		
Neutral		

Arora Energy Monster by Jim Ward

No. Appearing	1	This creature, in its normal shape appears to be a 30' by 30' gold cloud of gas in constant motion. Its two special abilities are: the power to reflect back to the sender any and all energies and damage sent at itself and the power to assume the shape of the last creature that attacked it. Imagine the amazed fighter that tries to attack a puny orc only to receive his sword thrust damage on himself! The Arora energy monster will immediately assume the shape of his new attacker, all the while sending spells, arrows, and sword thrusts back at the senders. It is a mindless creature and there is a 25% chance that it will follow and walk among any given party for 1 to 100 melee turns; changing into the different party members seemingly at random.
Armor Class	2	
Movement	24	
Hit Dice	10	
% in Lair	0	
Treasure	Nil	
Damage	Special	

Bomb Monster by Jim Ward

No. Appearing.....1	A radioactive creature of a highly unstable nature. This little monster looks just like a bowling ball with tiny wings underneath. It purposely tries to touch or be touched by any living thing that comes near it. When this happens, the bomb monster explodes, damaging all within a 5 ft. radius. The pieces of the creature then reform into a complete and whole bomb monster again in 2 melee turns, proceeding at that point to eat whatever it has killed or to explode once again. The only time that the creature is vulnerable is during the reforming stage, when it can be killed if 25% or more of its body fails to re-unite with the main body. It eats any type of protein matter. To determine the % size of pieces, roll a D20. (no single piece will be over 20% of the total creature.) Proportion the hit points according to their percentage of the total monster.
Armor Class.....9	
Movement.....21	
Hit Dice.....5	
% in Lair.....Nil	
Treasure.....Nil	
Damage.....10D8*	
*Does 10 8-sided dice of explosion damage	



Vorpal Bunnies by Paul Jaquays

No. Appearing.....1-4	Based on Monty Python and the Holy Grail. This monster appears to be a small white rabbit. When approached, it will attack, leaping and flying through the air at a party, zipping in and out through weapons and the like hence its armor class of 0. In all respects it attacks as a vorpal blade (see Greyhawk), having a +2 hit probability and head severing ability. The vorpal bunny is 60% anti-magic, also due to its speed but mainly since it will scare the living daylights out of any party that meets it. The players will be paranoid of bunny rabbits, mice, teddy bears, sparrows, ect. for the rest of their playing careers.
Armor Class.....0	
Movement.....12/20	
Hit Dice.....3	
% in Lair.....60	
Treasure.....E	
Damage.....1-6*	
*Also works as a vorpal blade.	
Magic Resist.....60%	

The Mirror Men by Paul Jaquays

No. Appearing.....1-10	These creatures are in actuality, walking, living, man-shaped mirrors. They will reflect and intensify any light source they encounter to blind their opponents
Armor Class.....0	**After being exposed to light for 5 melee rounds, they may fire a 1D8 heat ball per melee round until 5 rounds after the light source is extinguished.
Movement.....9	
% in Lair.....20	
Treasure.....A*	
Damage.....2-16	
or by weapon type	
Also 1D8 heat ball per melee round.	
Hit Dice.....4	

***Exposure to direct sunlight or intense light will cause the creature to explode after one full turn of exposure equal to a 10D8 fireball.

***When in melee they tend to use their razor-sharp claws, attacking like +2 swords for 2-16 points of damage.

The creatures are semi-intelligent and will usually attack bright light sources as berserkers, absorbing as much power from it as they can before exploding their remaining foes.

Blows of over 14 in damage will cause from 25-75% of the creature to shatter. If the chest or head is struck, the creature dies instantly. 50% destruction through shattering will cause death in 5 melee rounds. Dead creatures still absorb light and overload on sunlight, but will explode at only half damage.

The fact that these creatures are mirror-like permits them to be camouflaged in mirror mazes.

Mirror men are Chaotic.

Ondoculi by Cecil Nurse as suggested by Kaj Nurse

No. Appearing . . .	10-40	This is another of those
Armor Class	7	dreaded underground races
Movement	9	which few people have
Hit Dice	3	seen. They are somewhat
% in Lair	50	like slim men, except that
Treasure	D	they have tow bald heads,
Damage . by weapon type		three legs, and four arms.

Their limbs have a couple more joints than do men which gives them more mobility. The Ondoculi are highly intelligent. They can bring two arms to bear against a single opponent and are also able to fire their bow into a melee in which they are only half involved. About 1 in 20 are Clerical types who can cast spells while in melee. Ondoculi may operate as up to 8th level clerics. If one of these people are started on a philosophic discussion or some other deep subject, they will become distracted enough to let one slip away or get in a couple free shots.

Swords are rare with them. They will usually have axes and warhammers, because their swords are of a magical variety. An Ondoculan sword has the property of turning to stone any creature to whom it does +3 hits of damage. The property lasts for one month after taken away from an Ondoculus.



Golcoduli by Cecil Nurse as suggested by Kaj Nurse

No. Appearing . . .	10-60	This is a dog-like creature
Armor Class	4	with a large head and
Movement	18	mouth packed with teeth;
Hit Dice	2	a short, muscular body
Damage	Bite 1-6	and a long whip-like tail.
	breath 1-6	It is a pet of the Ondoculi
	tail 1-4	with from 1-6 accompanying

each Ondoculus. Clerical types can summon up large numbers of them if in trouble. They have a keen sense of smell and are difficult to surprise or escape from.

Their bite does 1-6 hits and they can also breath a combination of acid and fire for an additional 1-6. Against the breath, treat the victim as two armor classes lower due to the insidious qualities of the flaming acid. It is a 3 ft. come and thus is only usable in melee. A favorite tactic is to seize hold of a person and then breath through his teeth for an automatic breath hit. The victim has a saving throw of less than or equal to his strength to prevent it hanging on after a bite. As stated before, they also have a whiplike tail, approximately 4 ft. long, which will do from 1-4 hits. This tail cannot hit a person who the Golcodulus is biting, but if there is anyone behind him they are fair game for a hit. The larger and more intelligent members of this species can walk partially upright on two legs and speak a rough form of Ondoculum.

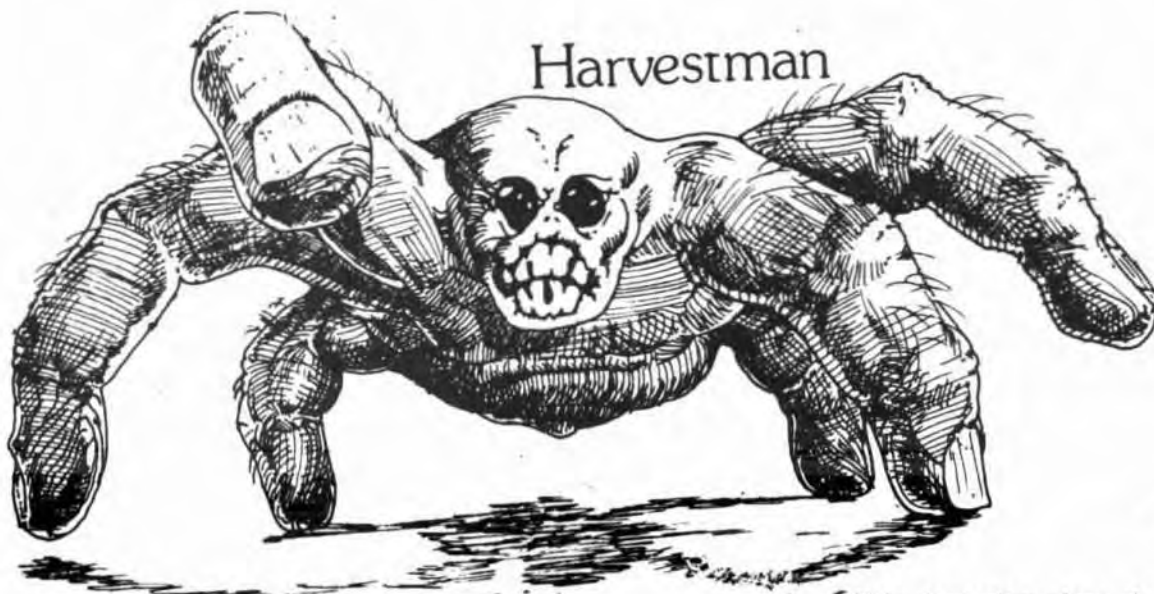
Dust Golems by Tom Johnson

No. Appearing . . .	2-300	This Golem was made by
Armor Class	9	accident when an ugly had
Movement	8"	forgotten to clean out a
Hit Dice	1½D8	Wax Golem mold for ten
% in Lair	95	years. (It was in storage.)
Treasure	50 GP/each*	When the Wizard found
Damage	2/12 or	out, after already putting
	by weapon	the necessary spells on it

to make it a living golem, he proceeded to turn the ugly into a wax candle and use him for illumination. After careful study, he discovered the monster's powers. It can't be charmed, fireballed, lightninged, turned to stone or polymorphed. If a cold spell is placed upon it, the armor class increases to 3. They have 18 (00) strength and pack a double handed sword most of the time. They have no eyes but are led by a special infravision.

*Treasure: there is a 10% chance for gems and a 5% chance for a magic sword.

Harvestman



Harvestmen

based on a pencil drawing by Aaron Arocho
Statistics and inks by Paul Jaquays

No. Appearing.....	2-40	In ages past, an unholy
Armor Class.....	6	union between a spider
Movement.....	12	demon and his high priest-
Hit Dice.....	4+2	ess produced an evil race
% in Lair.....	60	of creatures that were
Treasure.....	B	neither Arachnid nor hu-
Dexterity.....	16 (AC4)	man in form. Mal-propor-
Damage.....	Crush 2-12	tioned and malformed,
	Bite 1-3*	these creatures were des-
	*Poison or paraly-	pisers of all life that walked
	sis.	the world. They held no
Chaotic/Evil		allegiance to their spider
Semi-intelligent		father nor to their human

devoured. The creatures were unfortunately not "mules" and soon began to reproduce, with rumors of an evil "Harvest-Mother" spreading about the ravaged countryside. They reproduced in such great numbers that nothing could stop them. That was until an old Patriarch named Caleb appeared from the wastes and led them away, piping an eerie tune on strange pipes. Neither the old man nor his demonic charges were seen in civilized lands again.

Harvestmen combine the form of a spider with human parts. With fingers for legs, these abominations combine power and agility into a fluid killing machine. The standard attack for a Harvestman is to bound after the victim in great leaps, grab them and crush them. A hit of 17 or better means that it was successful. Any hit less than 17 means it has knocked the victim to the ground. Any hit on the next melee round indicates a successful crush. To break a crush, the victim must roll below its strength -10 or he must suffer another round of crush. Crushed victims may not return attack. They may also swing their forefingers for 1-4 points of damage.

High dexterity gives these monsters an armor class of 4. If not moving they have an armor class of 6.

They will bite for 1-3 and either poison or paralyze their victims. (poison 4D8)

Each group of more than 10 will have a Harvest Mother. This is an 8 hit dice, egg-producing, Harvestman. Every lair will have 1-3 egg sacs hanging about.

Harvestmen also may web as a ¼ area web spell.

Montana by Aaron Arocho and Paul Jaquays

Hit Dice.....	.80	The creature known as
No. Appearing.....	1	"Montana" is one of the 5
Armor Class.....	0	Gargantua. These are neu-
Movement.....	.24*	tral guardian beasts inhab-
% in Lair.....	.80	iting extremely remote sec-
Treasure.....	G	tion of the mortal world.
Dex.....	15	The chronicles of the
Damage.....	Claw 10-60	Moonstorm Mountains
Alignment.....	Neutral	speak thusly: MONTANA,
Intelligent		A gargantuan, who lives

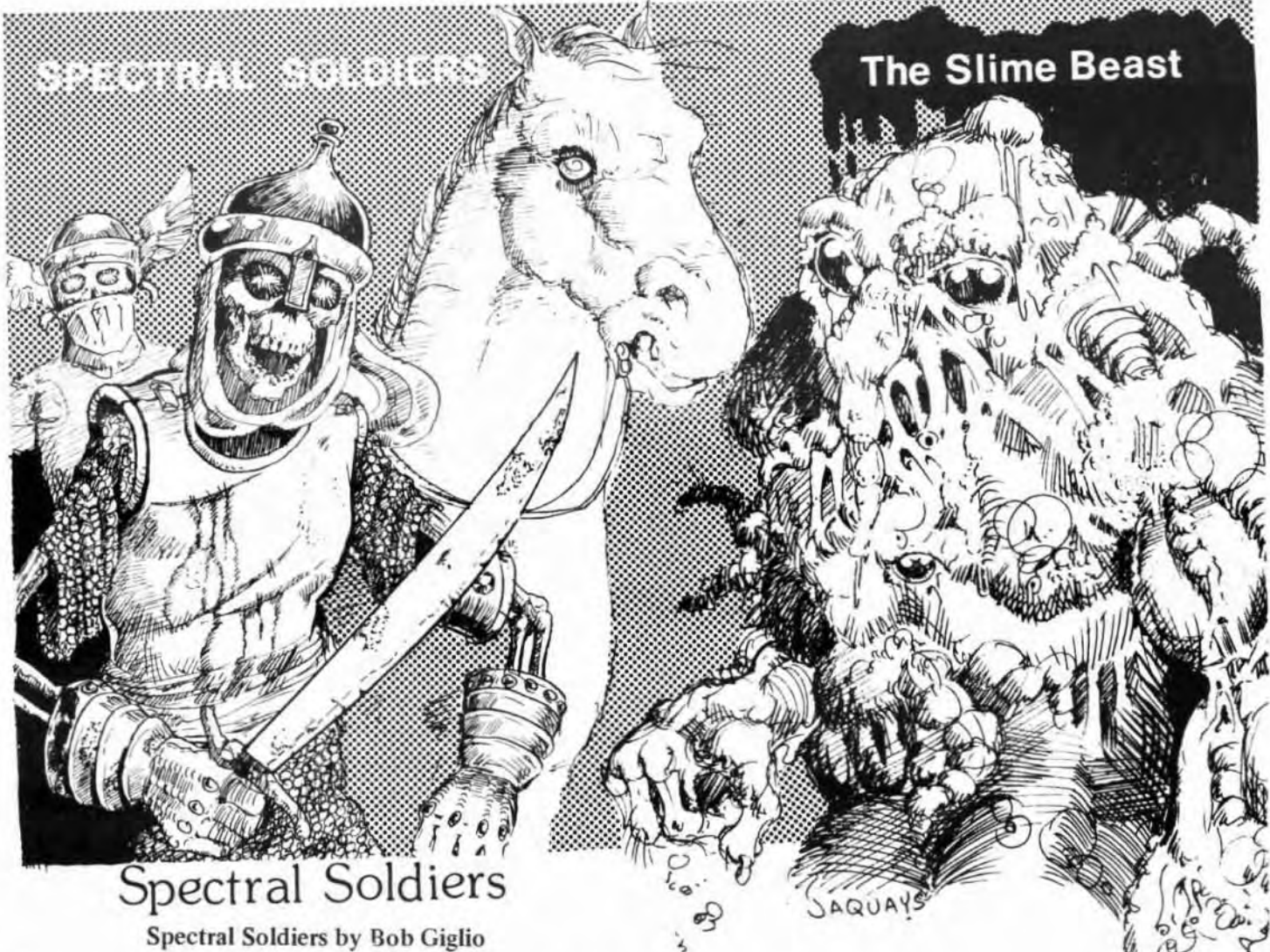
within the murky sleath of the mountain rivers. A man-eater, a retainer of the Witch-man Tanarak. With cable-stell sinews and a hide to match, only the mystical power of the Mirrored-Gem can linquish the might of Montana. . . The mirrored-gem that resides within the ritual grounds and High Temple and sits upon a ruby-lined, brass stand towering in the presence of the sorcerer Tanarak.

In combat, the creature will seek to devour living victims. He cannot be killed by normal means. He can be severely wounded, whereby he will retreat to heal for several weeks/months. Because of his great size, Montana cannot traverse far from great bodies of water. He stands about 80 ft. tall. He can splinter a small wooden boat in one blow and snap larger craft in half like rotten twigs.

Each Gargantua has a different personality. Not all are as violent as Montana, some are worse. Magnatz of Jack Vance's *Eyes of the Overworld* is an sample of the really nasty Gargantua type.

SPECTRAL SOLDIERS

The Slime Beast



Spectral Soldiers

Spectral Soldiers by Bob Giglio

No. Appearing 2-40
 Armor Class Variable
 Movement Variable
 Hit Dice 3+3
 % in Lair 0
 Treasure Since

warrior did not carry much treasure into battle, save for their magic weapons, 20% of type D will be their treasure. Roll for each individual soldier.

Normal weapons do regular damage.

Chaotic/Evil

all men in armor and all magic types. (Hobbits, Elves, and Dwarves are not excluded.) They ride ghost-like horses in the wilderness, which cannot be distinguished from living horses until at a distance of 120 ft. At this point, their glowing white, pupiless eyes can be seen. The soldiers are in various armor types and have assorted weapons. Their bodies are skeletal, their eyes glowing white, they are capable of speck and still

These are soldiers who were sent into battle or as a scouting party or a raid against unbeatable odds, by warmongering lords, Evil Clerics or by power-mad Wizards. They were literally murdered in battle. (A good example of this is in the battle of Little Big Horn, where Custer led his men against overwhelming odds. They think that Custer was killed by his own men.) They have returned after death, such as spectres; to get even with mankind. They seek to kill



retain their intelligence, making them still capable strategists. These soldiers are often controlled and kept in the service of EHPs. They can be turned as if they are spectres. If someone is killed by a Spectral Soldier, they do not become one.

The Slime Beast by Bob Giglio

No. Appearing..... 1-2 This beast is typically a take-off on "Big-Foot".
 Armor Class..... 0 It stands 8-10 ft. tall and
 Movement..... 6 walks with a shambling
 Hit Dice..... 10 gait. It has an odor of all
 % in Lair 60 the world's garbage. There
 Treasure..... D is a 20% chance of hearing/
 Attacks..... 2 Clubs smelling it approaching at
 at 1-10. On an 18+ 10-40 ft. It feeds on any-
 ... it hugs for 2-20 thing in its path. It
 pts. and the person is nothing more than slime
 is absorbed. in a semi-solid form. It
 Intelligent attacks by absorbing people
 into its body. In 1-4 melee rounds they will be digested
 by enzymes within its body. During this time the vic-
 tim may not attack because of the roots and thick slime
 inside the creature. A person in no armor is dissolved
 in 1 round, leather 2, chainmail 3, plate 4. Magic armor
 adds 1 round per plus. The beast has no bones and can
 not be crushed. The slime beast loves the swamp, but
 it also makes its home in places where waste and refuse
 are found or dumped. Fire is -2 saving throw for it,
 cold has no effect.

Killer Bushes by Tom Siterlet

No. Appearing.... 1-100 This extra-ordinary chaotic
 Armor Class..... 6 off-shoot of the Ent fam-
 Movement..... 6" ily should be treated as a
 Hit Dice..... 1/2 Gremlin more than any-
 % in Lair..... 10 thing else. The most not-
 Treasure..... Nil able area of concern if
 Damage..... 1-4* attacked by this beastie
 *2-9 if using more is its limb arms. Each ex-
 than 2 arms. Also uses a tremity could have 2-8
 1D4 poison. smaller limbs on it. At the
 Chaotic end of each limb are from
 2-7 thorny barbs (much
 like a porcupines), which have an 80% chance of being
 coated with a 1D4 sappy poison. (The percentage goes
 down by 10% with each use of that limb. Roll every
 3rd use to see if that limb snaps off. 40% chance.)
 This should keep your next campaign or outing most
 interesting.

The Agarrett by Tom Siterlet

No. Appearing..... 1-4 This 10-12 ft. tall, winged
 Armor Class..... 5 mutant is a far distant
 Movement..... 9/24 relative of the goblin spe-
 Hit Dice..... 8 cies. Its home is anywhere
 % in Lair..... 10 secluded, semi-dark and
 Treasure..... B quiet. Its nest is made of
 Damage..... Special of clothing from former
 meals and other soft ma-
 terials (fur, hair, etc.). Standing on two legs with eagle
 type feet, the Agarret has four arms; the top two having

Wurp by Tom Johnson

No. Appearing..... 1-12 This monster was created
 Armor Class..... 6 as a guardian beast by an
 Movement..... 0 alchemist who wanted a
 Hit Dice..... 3 deadly creature that would
 % in Lair..... 100 fight to the death and never
 Treasure..... B run away even when great-
 Damage..... 1-6 ly out numbered. The
 Arms..... 7-12 Wurp has a suction cup
 base, making it incapable
 of motion, a flexible stalk, a single eye and 7 to 12
 tentacles ending in boney shirikens. They may only
 attack as many times as the possess arms. The shirikens
 will regenerate in 1-3 months. If charmed, they will
 stay charmed, permanently.



six clawed fingers and the bottom two having five. The head has cat-like features, large sad eyes and a horn in the center of its forehead. Its forked tongue, lizard-like, has a special purpose of reproduction. The saliva in the creature's mouth is its means of reproducing itself. If a saving throw vs. magic is not made when struck by this fearsome tongue, the inflicted will become a zombieish "incubator" for the creature. After 3½ months, the victim must make a saving throw against being charmed and subsequently eaten by the now "hatching" young Agarrett.

The Agarrett's wings enable it to fly as a dragon and the 20 to 50 lashes at the tips of the wings work as whips. The Agarrett will try to capture and fly off with a victim. Otherwise, treat its attack as that of a gargoyle, with a lick in place of a bite and with two extra arms.



The Tarrahook Bat by Aaron Arocho and Paul Jaquays

No. Appearing	2-12
Armor Class	5
Hit Dice	3
% in Lair	40
Treasure	C
Movement	21
Damage	Hook 1-12
	Bite 1-4
Chaotic	
Semi-intelligent	

An incredibly vicious creature is the Tarrahook Bat. When it smells a possible victim, it flies at break-neck speed toward the unlucky one and brings up its terrible hook, striking like a lance and ripping upward the abdomen of an opponent. The force of the blow will make the victim



AQUAZOMBIES
JAQUAYS
or "The Walking Wet"

react as if he is surprised and also knock him down. If victim is surprised, the bat then gets a free melee round and bites for 1-4 and stabs with tail for 1-4. These creatures usually inhabit cavern complexes but have been known to be found in large room, passageways and dark forests. In addition to Infravision, the bats have a sonar which permits them to attack invisible characters. In bright light the monsters are blind and receive -4 attack on the first attack and -2 on further attacks once in melee. Tarrahook Bats take off from the ground by coiling up like a spring and thrusting away from the ground. They also use this maneuver too get a 1-8 stab attack with their hook. Any victims killed will be eaten. These creatures prize Elven and Hobbit flesh.

MONSTER MATRIX

Aquazombies or The Walking Dead by Paul Jaquays

No. Appearing.....	4-40	Not a true undead, Aquazombies are victims of contact by the Slime God, becoming symbiotic creatures with an alien slime race. (individuals non-intelligent without host.) If wounded by a non-weapon attack, the character must make a saving throw vs. magic at -3 or become infected with the slime, eventually becoming an
Armor Class.....	6	
Movement.....	9	
Hit Dice.....	2	
% in Lair.....	40	
Treasure.....	E	
Dex Range.....	D10+6	
IQ Range.....	2D8 -2	
Damage.....	1-4+Special*	
 or by weapon	
Align.....	Chaotic/Neutral	
Capable of Speech		

Aquazombie (take over time equals 1/2 constitution x week). Cure disease and Remove Curse are necessary for cure. Must be applied within 3 days. Victim retains his character up through the point of complete takeover, then become more slime than human. When the slime has taken over the body itself 100%, it becomes nothing more than a puddle of non-intelligent slime. Intelligent victims tend to live in leper-like colonies. Above creatures is about 60% gone to slime, completely taken over.

Carnivorous Slither by Aaron Arocho and Paul Jaquays

No. Appearing.....	1-3	"This Slithery creature is
Armor Class.....	7	guard to a mystical orb.
Movement.....	6	Upon its tentacles are suc-
Hit Dice.....	5+2	tions that grasp and hold
% in Lair.....	90	tightly on to the victim,
Treasure.....	C	slowly using its own weight
Damage... Tentacle	2-12	to apply the pressure and
... Digestion	1-10	crush it lifeless, ready to
Maximum of three attacks		be eaten. Atop this vile
per opponent.		beast is its digestive tract,

the stomach inject enzymes when they pinch parts of its feast! Its eyes are infra red in the darkness and in light are covered with a veil of mucus." On an attack of 18+, the creature will have looped a crushing coil about its victim, picked him up and thrust him into the midst of its digestive organs and thus receive another attack, +2 with its juices. In bright light, they are all but blind. Attacks are at -3, when blinded.



The **BOOTY BAG**



More Decks by Lew Pulsipher

Many players are fascinated by the Greyhawk "Deck of Many Things". The referee can satisfy this fascination in two ways, by creating minor decks so that decks are not so rare, or by setting things up so that regular decks are often found. The second method is a mistake, because no matter how many characters are fouled up by bad draws, there will be some who gain significantly by good draws, wrecking the balance of the game when regular decks are plentiful. That +500,000 experience card will come up sooner or later (I have seen it happen twice), and in a balanced game, 50,000 experience points is more than half a year's work. Some referees go beyond this error, and permit more than four draws from a deck, or make the decks ever more powerful than the Greyhawk offering. I was once in a game in which four different players each drew four times from one deck—and will over 100,000 experience points were gained, at the cost of three stoned characters. In another game, twelve picks from a double-strength deck resulted in 6 wishes and three former first levels with 100,000 experience each. This kind of ridiculousness must be avoided, or your game will turn into a boring monster shoot. But decks are useful, both for the fascination of the gamble and for games with many players—let four different players each pick once so that each player gets a chance at the magic more often.

The following decks look exactly like the Greyhawk item, though if players count the cards of the "Few" deck, they'll know something is fishy. I use numbers rather than cards because it's easier to roll a twenty-sided die, and there is always one of those available, while cards are not.

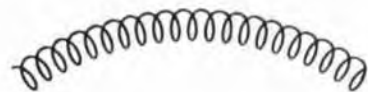
Deck of Several Things

- 01 Joker—gain 12,000 experience or draw two additional cards.
- 02 Joker—as above.
- 03 Help from a hero with +1 armor, shield and sword for one hour when you call. Gear and man disappear at the end of the allotted time or when dead.
- 04 Gain 25,000 experience points.
- 05 Gain map to the third richest treasure on any level you name.
- 06 Gain potion of your choice.
- 07 Gain scroll of 5 spells.

- 08 Gain protection scroll: (roll type).
- 09 Gain 2-12 pieces of jewelry.
- 10 Add one to any characteristic except prime requisite.
- 11 Death, saving throw as against poison.
- 12 Lose one point from any but prime requisite.
- 13 Turn to stone, save applicable.
- 14 Swashbuckler with +2 sword, armor, and shield attacks. Gear and man disappear after defeat.
- 15 Lose 10,000 experience or one level, whichever is less points.
- 16 Lose one magic item of your choice (no potions or dud items).
- 17 Third level monster attacks.
- 18 One follower deserts permanently—the one picking or (if leader is picking) the one with the lowest loyalty. If not using followers, lose one point from Charisma.

Deck of a Few Things

- 01 Joker—gain 2,000 experience or draw two additional cards.
- 02 Joker—as above.
- 03 Gain 5,000 experience points.
- 04 Gain scroll of one second to seventh level spell.
- 05 Gain staff of power with one charge in it (not rechargeable by any means).
- 06 Gain map out of dungeon, by way you don't know of, from where you found the deck (or if not in dungeon, gain map of way into any dungeon level you name, that you don't know of).
- 07 Gain one piece of jewelry.
- 08 Help from four dwarves for one hour when you call.
- 09 Blind 2-8 days.
- 10 Paralyzed (no save) at least ten turns and recipient of Remove Curse.
- 11 Lose 5,000 experience points.
- 12 Cursed with weakness (As the Ring).
- 13 Second level monster attacks by surprise.
- 14 Lose all the non-magical treasure on your person right now.



Elven Blades by Paul Jaquays

In the elder days when the elves, the sons of men and people under the mountain worked and lived amongst one another; there were formed blades of great power. Men and dwarves worked enchanted smithies to form the magic swords with their sorcery-sharpened edges and their powers energized by arcane mummery. The elves, however, made wondrous blades, each like the other, yet different and designed uniquely for its user. These swords had great and unknown powers beyond those normally instilled into them. The only ones who know of these powers were the smiths who forged them and the heroes who bore them. The past became the present and the people split, both elves and dwarves becoming reclusive and mysterious races. The secrets for the forging of magic blades were lost but to a few, as were the secrets about them, becoming known only to the bards.

The powers of the elven blade:

- +1 hit probability - Kobolds.
- +2 hit probability - Goblins and Orcs.
- +3 hit probability - Wights, Wraiths, and Spectres.

There is a 25% chance that a Wight, Wraith or Spectre that is hit with an elven blade will disintegrate both itself and the blade striking it.

The presence of any of the above creatures in a radius of 300 feet will cause the blade to glow with a blue light that becomes brighter as the creatures come nearer.

The elven blade will always be neutral.

All elven blades, regardless of intelligence or ego will have the purpose of slaying evil opponents and will paralyze (use saving throw) anyone evil who touches them.

If intelligence is indicated in a sword, use the language number determination chart to find out its powers. The different abilities of an elven blade are different from those of "normal" magic sword. They are found on the special powers chart for artifacts (see Eldritch Wizardry). If one language is indicated, then the sword has a power from Chart I. If two languages are indicated, then the sword has a power from Chart I and a power from Chart II, and so on.

Swords of the top intelligence will have two powers from each chart that they may have powers from. The elven blade will not have any of the powers listed in the regular sword matrixes and all artifact powers should be determined at random.

Necklace of Warriors by Tom Filmore

The Necklace of Warriors is a circle of rope, about 1 ft. in diameter, with from 1-10 beads attached. When one of these beads is removed from the necklace and thrown to the ground, a warrior will spring forth to do the

bidding of the wearer for one week or until dead. There can never be more than one warrior in existence at any time and any bead used while one is in existence will not function. The warrior cannot talk or communicate in any manner but will do everything ordered it by its master, except to destroy itself. It will always protect itself from any form of attack (including from its master!). If it is attacked or betrayed by its master, it will seek revenge and the bonds of obedience are broken. Special note: "It is fun for the DM, as the warrior is a totally obedient slave who takes all command seriously and literally. . . ."

Armor Class:	2	%ile roll for level
Strength:	18 (01)	01-75: 1st
Dexterity:	18 (01)	76-90: 2nd
Hits:	8 per level	91-96: 3rd
	The warrior is 100%	97-99: 4th
	resistant to mental attacks	00: 5th
	from magical or psionic sources.	

The Pipes of Caleb by Paul Jaquays

The Pipes of Caleb were created by the ancient Patriarch of the same name. He made them so that he might remove the evil of the Harvestmen, charming and leading them away from mankind. He led them off and never returned.

The pipes will protect the bearer from harm by any Harvestmen and will also protect any within 5' of the pipe bearer. When played, it will charm and hold any Harvestmen in hearing, placing them under the piper's control. If the piping stops, they will attack. The pipes will also charm, with saving throw, members of the arachnid type (spiders). The base is 50% for spiders of 3D8 and +10% for those below 3 and -10% per die for those above 3. These pipes also adds 15% to a Bard's base charming ability. The pipes are very ordinary looking, 5 reeds bound together.

The Ring of Slime Control by Paul Jaquays

The Ring of Slime Control gives the wearer complete control over creatures along with a summoning ability of monsters that are slime related. This includes:

All Oozes	Giant Worms
Puddings	Aquazombies
Green and Other Slimes	Funguses
Shriekers	Molds
Giant Slugs	Amoebas
Gelatinous Cubes	Shambling Mounds
Ochre Jellies	Giant Snails
Yellow Molds	etcetera.

The summoning will bring from 10-40 hit dice worth of slime monsters. This ring is not as powerful as it seems. It is merely an extension of The Slime god's power. Once it dies, the ring is worthless. The ring will only summon once every 30 turns. The creatures are then under the power and influence of the ring's bearer. The wearing of the ring also places the wearer under the influence of the Slime god once he uses it for the first time.

KILLER KITCHEN

Merle Davenport

When is a kitchen not a kitchen? When its a killer kitchen. Players enter this room via a 5' wide door, through what appears to be a 15 x 15 short corridor and into a room that appears to be 50 ft. across and 95 ft. long. Written on the floor in chaotic is the following phrase:

"He who dares to enter here
a Womans work he must not fear."

Whenever a player comes near one of the appliances that is within 10 ft. of its front, the machine will attack. The machines will continue to attack until destroyed. The illusionary walls will remain as long as the cameras projecting them are still functioning. The counters will also only function so long as the animation ray is on them.

Cameras 2 and 4 cast the illusionary walls and cameras 1 and 3 animate the objects on the counter.



Gas Stove

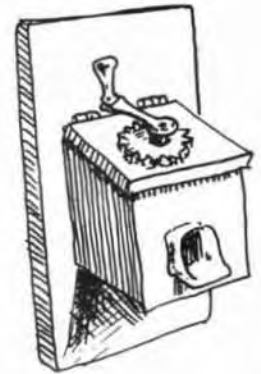
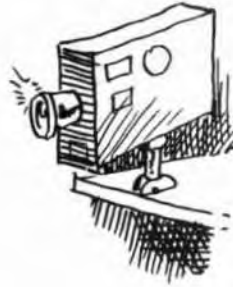
Most fiendish of monster, breathes fire and poisonous gas. Opens door and breathes a cone of normal flame for 4D8 of damage. Cone 30 ft. long. Gas cloud (4D6 poison damage) is a 25 wide x 40 ft long x 20 ft. tall cloud. AC 3, Hit Dice 7+4, 1 Attack, fire or gas.

Sink

The sink will attack by either squirting soapy water, causing a 20% chance of slipping and/or dropping weapon, or by shooting out a 3 dice blast of acid, range is 40 ft., contains a -3 warped bow of accuracy. AC 4, Hit Dice 5.

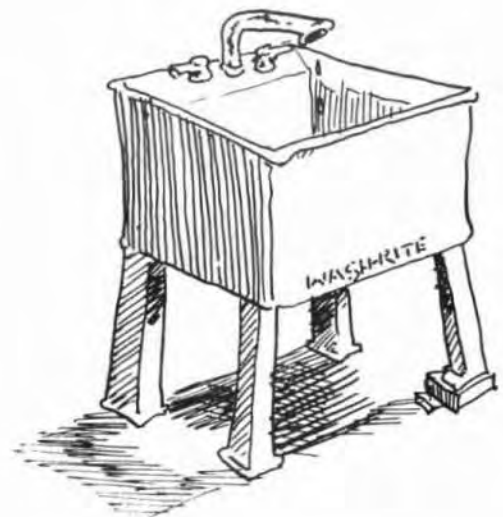
Cameras

The cameras operate the illusionary walls and the items on the table AC 2, Hit Dice 2+4, -3 spear inside.



Coffee Grinder

The box portion of this monster is approximately 2 x 2 x 2. It contains 124 beans and shoots 6 beans per melee round. Inside it are 600 GP and 2 100 GP gems. AC 5, Hit dice 2D8+4, Attacks 6, Damage 1-2 points. On a roll of 20, -1 Charisma.

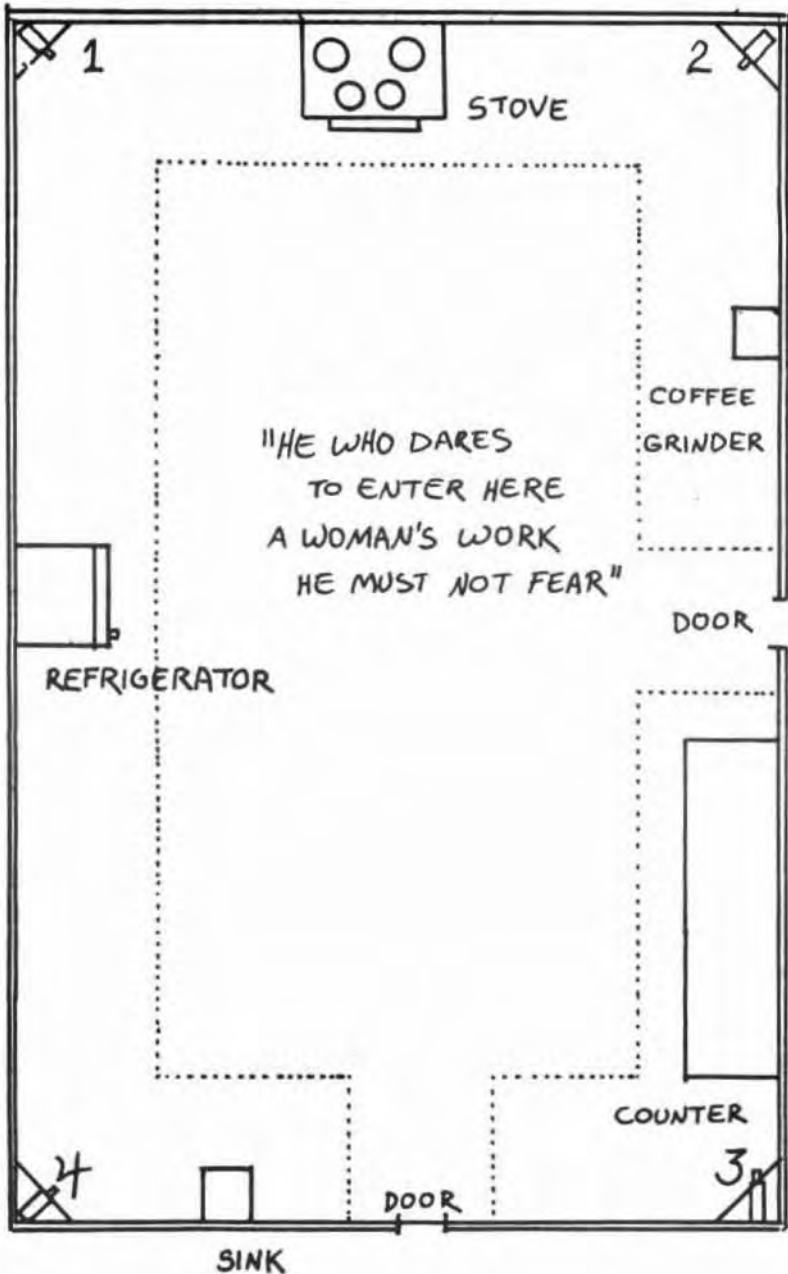


Armor Class	Counter Hits	Items
4	4	1. Can Opener - every hit reduces AC by 1 point.
0	18	2. Rolling pin - 1-4 pts. of damage.
-1	9	3. Ice cream Scoop throws at face.
-2	2	4. Paring knife - 1-2 pts. of damage.
-1	4	5. Meat Cleaver - 1-4 pts. of damage.
0	4	
1	3	
2	12	

6. Five Frisbee Plates - 1-8 pts. of damage.
7. Spatula - 1-2 pts. of damage.
8. Broom - 1-6 pts. of damage.

Refrigerator

The Refrigerator will attack by either letting loose with a cold spell, attempt to lure person inside and then suffocate him in 1-6 turns or swing door into opponent for 1-10 hits of damage. AC 2, Hit Dice 7. Inside is a mace -2 of disruption and a +2 shield.



Sweat! Nose Wet? or No Sweat! Nose Wet? or No Sweat! Nose Wet? or No Sweat! Nose Wet?

- A. A phantasmal stairway, occupying an actual stairwell. You step on it and it's not there. Even nastier, have it switch back and forth with an actual stair.
- B. A spring loaded trap that shoots a character up a vertical shaft. The catch is that the distance he is thrown up depends on his weight. A heavy or armored character might not make it up to the top of the shaft and fall back down, whereas a very light character like a Hobbit might be thrown well clear of the top of the shaft, enough to have a good fall to the ground.
- C. Strange talking magical items that have even stranger personalities (Remember Fred the talking Amulet?).
- D. Libraries which contain only fictional material (I was a teenage barbarian, etc.).
- E. A level that has interconnected series of water-filled tunnels beneath it that surface in every puddle or pool of water on the level. A good place to put a vengeful after thing.
- F. At the beginning of an adventure, an evil MU makes clones of the party and has them seek out the originals.
- G. A room that eats the intelligence of magic swords.
- H. A ring that randomly polymorphs the user. (When I say randomly I mean randomly!)
- I. Have characters enter the storyline of a fantasy novel and see how they affect the outcome of the story. (What do you mean Gandalf was killed?)
- J. Harmless animals that follow a party and make a loud racket, attracting monsters. If physically attacked, they become huge, vicious creatures. (Problem: How does one ditch them without resorting to combat?)
- K. A room or object that causes a mind switch between two characters. The mind occupies the new body but doesn't know the full attributes of that body.
- L. A huge underground, magical garden. It is mostly full of magical fruits and vegetables that are both harmful and beneficial. Only a druid of high level would know what the plants were and even then. . . Ents might tend such a garden and the Master of it might be a high level MU who would have the info on the plants in a gardening book.
- M. A level that is little more than stairways.
- N. How about an artifact that randomly polymorphs a part of the body into that of a monster. It takes a full wish to reverse the effects.
- O. An area in the dungeon that causes mutations as per MA. It could be guarded by a few already mutated creatures.
- P. Have several motley crews of various monsters roaming your upper levels.
- Q. A mirror maze.
- R. Exit signs pointing in random directions.
- S. Signs with various inscriptions on them.
- T. Piles of corpses and puddles of dried blood, ie. the remains of the last group of adventurous fools who entered into the dungeon.
- U. Have a receptionist's desk at the entrance to your dungeon. "Whom do you wish to see?" "We've come to loot and pillage the dungeon!" "Take a seat over there and fill out these forms in triplicate please." "But. . .But. . ." Keep her safe by making her a high level MU.
- V. Or how about a library of magical books that you can't take out unless you have a library card. And then come to find out that it is only the juvenile section.
- W. Have C-3PO and R2-D2 of Star Wars come and join the group. However, have a group of Imperial storm troopers hot on their tails.
- X. Gems that shoot out rays that disintegrate certain substances like, wood, or steel, or leather, or cloth or parchment etc.
- Y. Animation Cameras. They shoot off spells that will animate various objects in the room such as armor, weapons, statues, etc.
- Z. A bottle of endless water, set so that it starts releasing its contents when the door of the room closes and locks.
- AA. A wand of Polymorph user to a Frog.
- BB. The horn of monster doubling. Blow on it and your opponents double in number.
- CC. A magic sword that randomly (actually on a set plan) changes its +s and powers.
- DD. How about a living elephant head on the wall that shoots peanuts as missiles.
- EE. Have a Dungeoneer Ugly wandering about the level with a portable hole used like a trap. The players fall in, suffocate, and are looted of treasure by the Ugly.
- A. **Random Teleporting Phase Doors:** Normal appearing door, until passed through. At that point, they become teleportation devices. A green glow surrounds the door (this is just a special effect) and the party is removed to another level. It becomes tricky when it becomes variable, up or down or to different levels. It is even worse when either side of the door transports to a different area.
- B. A room which destroys the intelligence of magic swords. It leaves the basic power intact but removes the intellect and ego. Swords of the highest intelligence and ego will probably self destruct and melt in the user's hands.
- C. A living corridor that squashes and eats people.

- D. A room with a magnetic ceiling. Any ferrous metal is immediately drawn to this hyper powerful magnet. If desired, custodians of the room can come in at any time and relieve victims of their belongings.
- E. A room that when entered turns everyone and everything invisible, but only as long as they are in the room.
- F. A room that is spherical in nature and has gravity on all surfaces. One can hold some very interesting battles in such a room. Or a similar room with no gravity. This is an interesting place to hold battles between ariel creatures within a dungeon.
- G. Large underground caverns with forests in them. This allows for some interesting underground lost cities and what not.
- H. Tunnels (on deep levels) that lead to areas operating under the *Metamorphosis Alpha* rule system.
- I. Occasionally, (especially during slow moments of the game) have a dank wind extinguish all the torches that are lit. This scares the crap out of an unwary player.
- J. A bridge across a pit of molten something or other that has phantasmal walls and doors along its course. Push against the walls. . .oops.
- K. Elevator rooms. Whole rooms can descend or ascend to different levels.
- L. Rooms with giant statues in them. One of mine did weird things to people, another swung a huge club every few melee rounds (with an incredibly poor chance of hitting) and would crush people as they tried to run across it. Another would ask questions and riddles of people and then begin to wail on them if they didn't answer.



F'CHELRAK'S TOMB

By Paul Jaquays

The players see a large (10) black, iron door. Engraved in golden, Archaic, Lawful script is the following-- "Know ye that this is the tomb of F'Chelrak. Enter with fear and trembling..... But ware ye, as F'Chelrak would leave again. " Only a person with a read languages spell or helm will be able to read more than a few words.

Passing through the portal causes a special fear spell to be cast. Characters who fail to make the saving throw will run in fear of any creature whose language they speak.

Behind the doors is a 15ft. square landing with 15ft. wide stairs opposite the door, going down at an angle of 45 degrees to the horizontal. The stairs go down for 100 ft. However, there is a 33% chance that the stair will turn in a slide for every turn that someone is on it.

At the base of the stairs is another 15 ft. square landing. In the center of each wall is a door. At each side of the door opposite the stair is a 3ft tall leaden urn. Each urn is lidded. Doors A and B will not open as they are but false doors. However the attempt to open any of these doors will result in a magic mouth spell being enacted, saying, in common, " Go back Foolish one or meet thy doom, Go back, go back, go back, go back" and so on until it fades out.

LEFT URN: Contains a giant Cobra (8 hits). Player will die in 1 turn if bitten
Treasure: 500 in gold and 10 gems at 10 g. p. a piece.

RIGHT URN: Contains 10 vipers (1 hit) Die in 4 turns if bitten and not treated.
Treasure: 100 in gold and a golden chain, 4 ft. long, if worn as a belt, it will protect the wearer from magic jarring

ROOM 1 - Crypt vault, walls are covered with four gray oozes. A large slab of stone juts out from the far wall(A). On it are two plaques of bronze with writing on them (common). On the floor in front of the vertical slab is a 5" X 10' slab of black stone, upon which lies a carved stone statue of an old man in robes (B).

(A) - Upon this vertical slab are the two plaques, one to the right of the black slab and the other to the left. The left slab has written on it " Read this and weep ". The right plaque says " Here lies F'Chelrak... the gates of death are not locked for him."

The plaques will push aside and reveal little nooks.

LEFT PLAQUE - Reveals- A skull which casts a hold person spell and then an ESP spell to give directions to his victim.

RIGHT PLAQUE- reveals A skeleton key that will unlock the box holding F'Chelrak's treasure.

(B) To open this slab into the under-world the directions on the left plaque must be followed. read the words and weep. If this is done the black slab will slide to the right and a deep 5'X10' pit will be revealed.

(C-L) Each one of these is a secret closet containing a skeleton (8 hits). Opening the right hand plaque will cause these little monsters to be released. The skeleton from closet C has a +2 magic sword with no intelligence.

CHART 2 (vertical cross-section of rooms 1 & 2)

ROOM 1- Crypt vault

A- A sheer walled shaft going down 100 feet from the floor of room 1 to the floor of room 2.

ROOM 2- An empty chamber with two exits, one up the shaft and the other in the east wall.

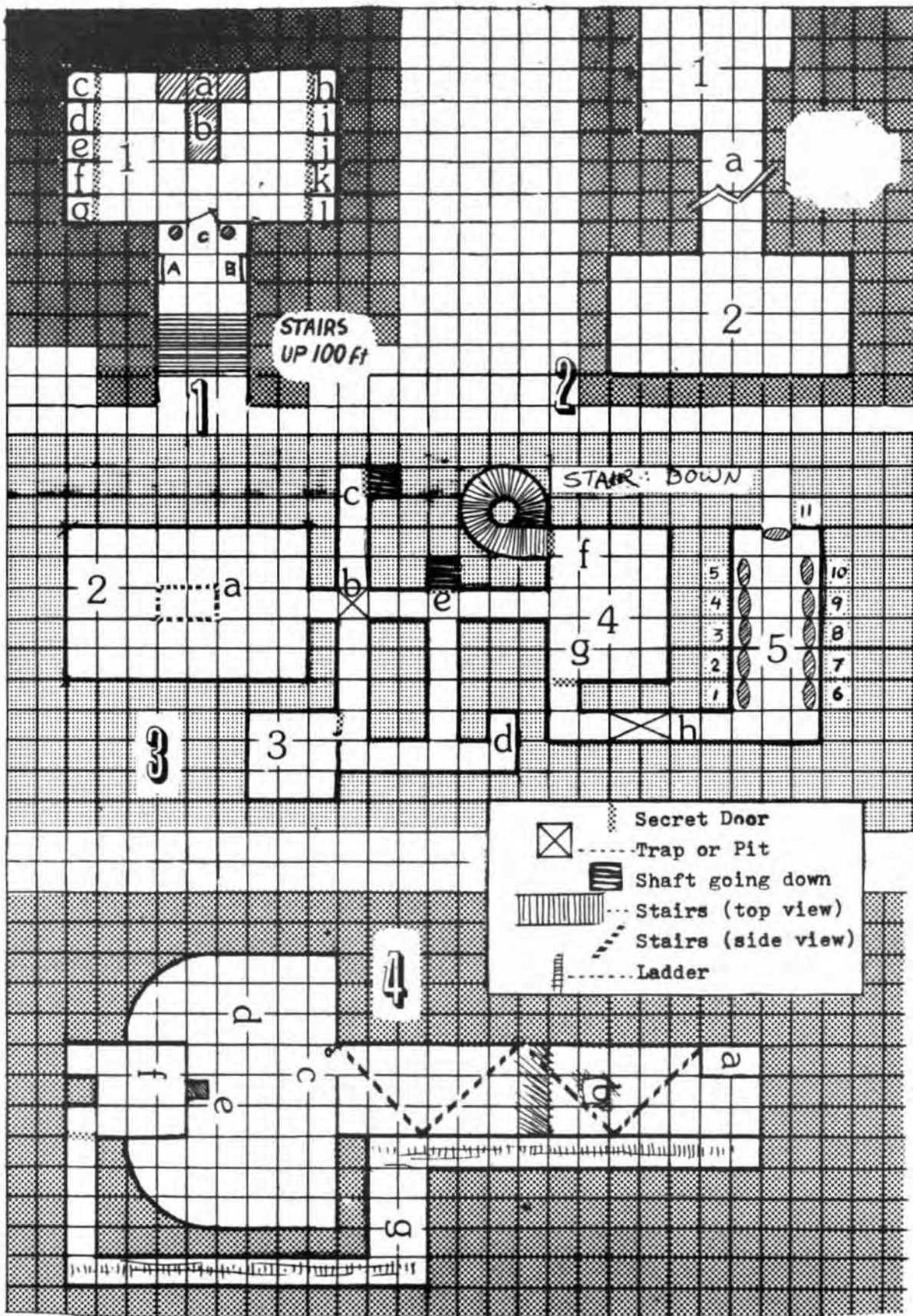
CHART 3 (horizontal cross-section/map)

ROOM 2- (see chart two)

ROOM 3- In this room are 10 gremlins. The floor is covered with 225, one foot square, stone tiles of 40 encumbrance points each. On the back of three of them is writing. Two are the equivalent of scrolls and the other is a map. Scroll 1: Illusionist spells written in Lammasu. Detect Magic (2), Confusion (4), and Gaze Reflection (1). Scroll 2: Curse, polymorph into monster. Scroll 3: Map, written in gnome. Leads to F'Chelrak's resting place. For the treasure listed, see chart 4, F.

ROOM 4- Contains 3 nasty mantichora. (49,30,32) The floor is covered with straw and debris. Under the straw is the monsters' treasure of 6000 gp. Gold is in the NE corner of the room. The room also has two secret doors.

ROOM 5- This room is lined with 11 draped objects, each approximately 6 feet tall and indistinguishable from the other. They are draped with dusty sheets. Sheets have a 20% chance of disintegrating when touched. If left discarded on the floor, they will attack and try to smother and constrict any one in the room. A 10% chance of a wight occupying the sheet after it is discarded.



- OBJECT #1- Man with face a mask of fear, reveler and all within 5' must make a throw vs magic or they will be in fear of all monsters until a remove curse or a dispell magic is made.
- #2- A sculpture of a Medusa- 30% chance of reveler becoming stone.
- #3- Statue of a gorgeous woman (18 charisma) Saving throw vs magic, 10% chance of changing sex, 80% chance of becoming charmed and doing nothing until it wears off, 10% chance that she will come to life and be the slave/lover of the one who freed her.

- #4- An orc. Player will learn/lose (lose only if he already knows the language) the ability to speak orc, goblin, hobgoblin and kobold.
- #5- A large glob-like shape with a silvery glob of metal on a chain around where its neck would be. This necklace gives the player the ability to polymorph, gaining all the creatures' special abilities, into any of the glob-like creatures (gray ooze, ochre jelly, black pudding, etc.) However, it works only ten times and on the last time the player remains as what he changed into permanently. The wearer determines how long he will stay changed. On the last change the wearer also loses his intelligence.
- #6- A robed man. It will give (1 - 6) or take away (7 - 10) one spell to magic users or clerics. Roll to determine level of the spell or which spell is taken.
- #7- An entling. Has a ring that blends in with its finger. Control plants.
- #8- A great stone face. Make a saving throw vs magic. Failure to make the throw by the revealer results in one of the following:

1. Become invisible permanently/ dispell magic to reverse (if reversed, player may never become invisible again by any means)
2. Polymorph into a monster for 10 turns
3. Recieve 2000 experience points
4. Become two people. All things except magic duplicated.

Roll a six sided die for # of things happening (1-4 =1/ 5-6=2) Roll again to determine exactly what happens.

- | | |
|-----------------------------------|----------------------|
| 1. One male the other female | 4. Both half-powered |
| 2. One evil the other good | 5. One a monster |
| 3. One pure white the other black | 6. No change |

After two weeks, one of the two will disappear. Roll to determine which one.

It won't necessarily be the original one who remains!!

5. Constitution up 1 point
6. Infravision/remove infravision
7. Become one foot taller (no pluses recieved for growth. Every thing grows except weapons and magic.)
8. Insane for one hour (six turns)
9. 100 pieces of platinum in two bags appears.
10. All weapons turn to rubber.

- #9- A man with a spear. Spear is one of backbiting.
- #10- Death- Failure to make a saving throw vs magic on this one results in both the statue and the revealer with all his apparel (exceptions: Artifacts) to turn into dust. No resurrection is possible.
- #11- A shield-shaped mirror of lifetrapping with one life trapped inside of it. There are chaotic runes on the back of it that say: "The shield or Morac, look not in or there dwell forever." This item is a relic. (see ELDRI TCH WIZARDRY, Artifacts and relics). Special powers: ID, IIU, IILL, IVE, VJ. The last space in this mirror is reserved for its wielder, once he is trapped all others in the mirror are released. This is the only way that the trapped may be release, since the mirror is unbreakable. (MORAC: s15, i12, w10, d16, c17, ch14, 70hits, 9th level chaotic evil Lord. +2 chaotic, dumb sword, +1 plate mail) The shield acts as a plus 2 shield.

Behind this shield lies a Spectre who is the sleeping guardian of the room. Removal of shield releases him. He has maximum hits and prefers not to debate about things.

TRAPS AND SECRET ITEMS

- A- Sheer 100 foot shaft going up.
- B- This is a ten foot deep pit. The bottom is filled with 20 vipers. If a player thinks about it, have him make a saving throw of his dexterity +1 to either grab an edge or dive away from it. Opens as a regular trap.
- C- This is a secret door with a 100 foot shaft going down behind it. The bottom 60 feet of the shaft is filled with an inflammable vapor that will have an 80% chance of exploding and killing any within the shaft (20 hit dice) At the bottom there is a gem worth 25,000 gp and 1000 pieces of platinum. Walls at the bottom are also covered with a gray ooze.
- D- A dead end passage way. If the wall is searched carefully, there is a chance (same as for finding a secret door) that a 1000 gp gem and a ring of +1 magic will be found.
- E- A secret shaft with handholds that leads to the wizard's tomb directly!
- F- A secret door. Upon passing through this door, players must make a saving throw vs magic. Failure to make this throw will cause a water-breathing spell to be cast upon them. This is one throw that they won't want to miss.

- G. A secret door that leads to the room of draped objects.
 H. This is a trap door in the floor that swings open on a one or a two when crossed. It opens into a 10 foot deep pit with nothing in it (but a few skeletons (the kind that are really dead!!) The trap swings shut again and cannot be opened from the inside.

CHART 4 (vertical cross section of wizard's tomb area.)

The general configuration of the tomb area is one of a spiral staircase descending steeply down into the black recesses of the vault below. If the players fail to make the saving throw at (A) they will feel it getting hard to breathe by the time they get to the water below. At point (B) they will find six torches of a strange nature. They appear to be foot long staves of wood with a blue gem on the end that casts a cold blue light. When this torch is touched against the creature lurking in the water below it will freeze it immediately. The light that it casts will dimly light an area up to 30 feet beyond it. (C) When the bottom of the stair is reached there appears to be a five foot square hole in the floor. This is the location of the Wizard's watery tomb. At this point they will find a metal ring in the floor to which a rope can be tied. (D) is a Kopoacynth (water gargoyle) which takes 32 hits. (E) This is a box 2'x2'x2'. In it is a treasure of 4000s, and a gem worth 100 gp. Also there is a dagger, a potion (Poison), a ring, and a staff made of three interlocking pieces. All but the potion are non-magic. (F) This is the actual tomb. There is a door on the west side of the pedestal at the bottom. When the door is opened a force field holds out the water but permits the passage of people. Inside the pedestal is a circular room that contains a podium an urn and a box. On the podium (5'x10') is dust. All that remains of F'Chelrak's body. Touching the dust will cause 4 to 24 points of damage to non-magic users who touch. To magic users it will cause temporary paralyzation. Written on the podium in magic are the words "know that this is the tomb of F'Chelrak, the Wizard. Fear!!, for I crave what you have!!" The urn sits at the foot of the podium on a box. The urn is made of 200 weight pts. of solid platinum. There is nothing in the urn except that this urn serves as the magic jar base for the wizard. The box is locked and has a poison pin on the lock. In the box is a book that contains all the wizards spells.

F'Chelrak the Wizard was 13th level when he died. Before he passed on he cast one last spell and magic jarred himself into the platinum urn. He has been waiting for many years to have one worthy enough to be his new body enter his tomb, so that he might magic jar them and take over their bodies. He was Lawful/Evil. Intelligence 18.

If the podium upon which the remains of the wizard lie is moved, then beneath it a small, shallow pit will be found with the wizard's other treasure in it. It contains a dagger +2, +3 against orcs, goblins and kobolds. A potion of delusion 10 charges. A ring of paranoia. The user of this ring becomes the toy of the referee, seeing himself being attacked by huge monsters that may in reality be his friends. The ring is not removeable. A staff of withering. 43 charges left.

SPELLS written in the book. (the cover has explosive runes written on it)

- | | | | |
|-------------------|---------------------|-----------------|-------------------|
| 1. Read magic | 2. Detect invisible | 3. Fireball | 4. Polymorph self |
| Read languages | Phant. forces | Hold person | Remove curse |
| Shield spell | Invisibility | Dispell magic | Wall of fire |
| Magic missiles | ESP | Water breathing | Fear |
| Charm person | Continual light | Explosive runes | |
| 5. Magic jar | 6. Re-incarnation | | |
| Pass-wall | Stone flesh | | |
| Rock to mud | | | |
| Conjure elemental | | | |

The Fabled Garden Of Merlin

BY MERLE DAVENPORT

CHART ONE-- VIEW OF THE ENTRANCE

The entrance to the Fabled Garden of Merlin is approached through a thick woods by means of a narrow path. Above the door is an inscription in Lawful, reading, "If you dare, to go in there; you will see what we have for thee. -R.I.B." There are two fist sized, glowing gems by the door. A green gem on the left and a red gem on the right.

Attempts to steal these gems will result in 1,000 skunks running out of the woods in order to fill the air with their fragrance and lower the Charisma score of any in the line of fire to -6. One Charisma point is restored every 3 turns. A second attempt to steal the gems will result in 20 points of electric damage being generated through the body of the offender. A third attempt will probably not be made, but will be dealt with similarly. If the gems are removed, anyone who touches one will have all of his intelligence sucked

Chart 1

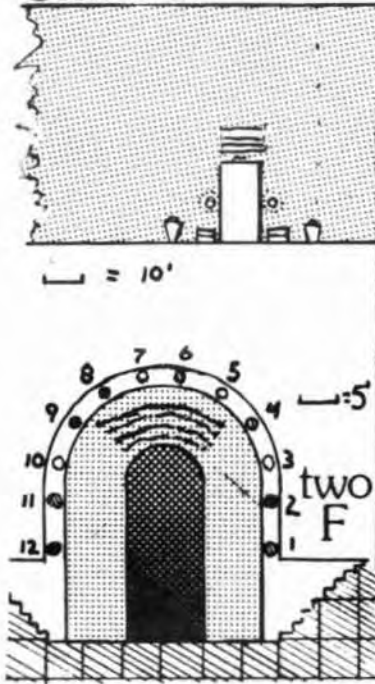
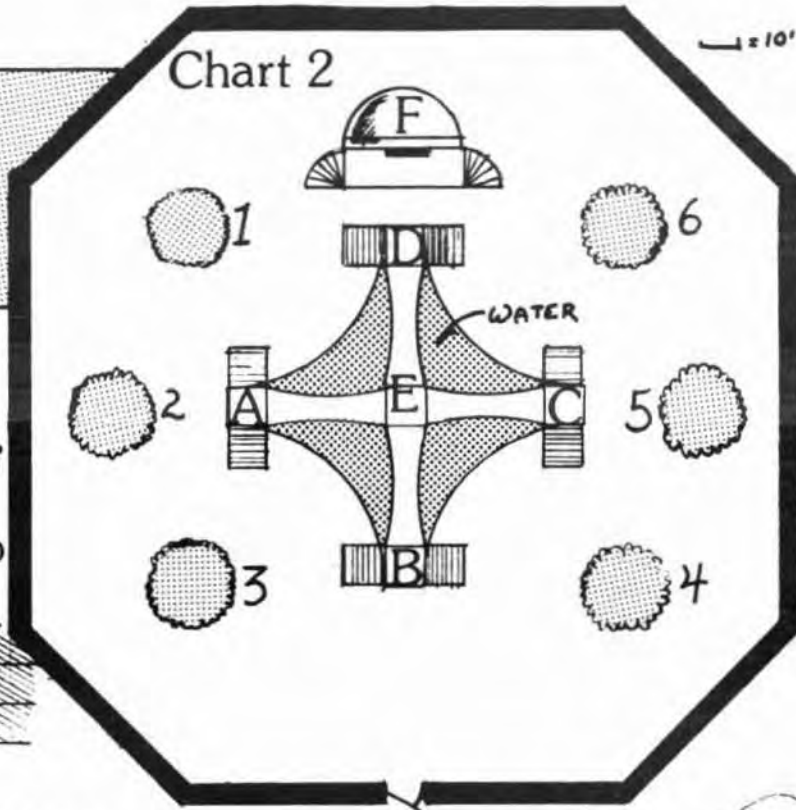


Chart 2



- BRAZIER
- LADDER
- CHESTS
- TREES
- DOORS
- SECRET DOORS
- STAIRS
- WRITING

Chart 3

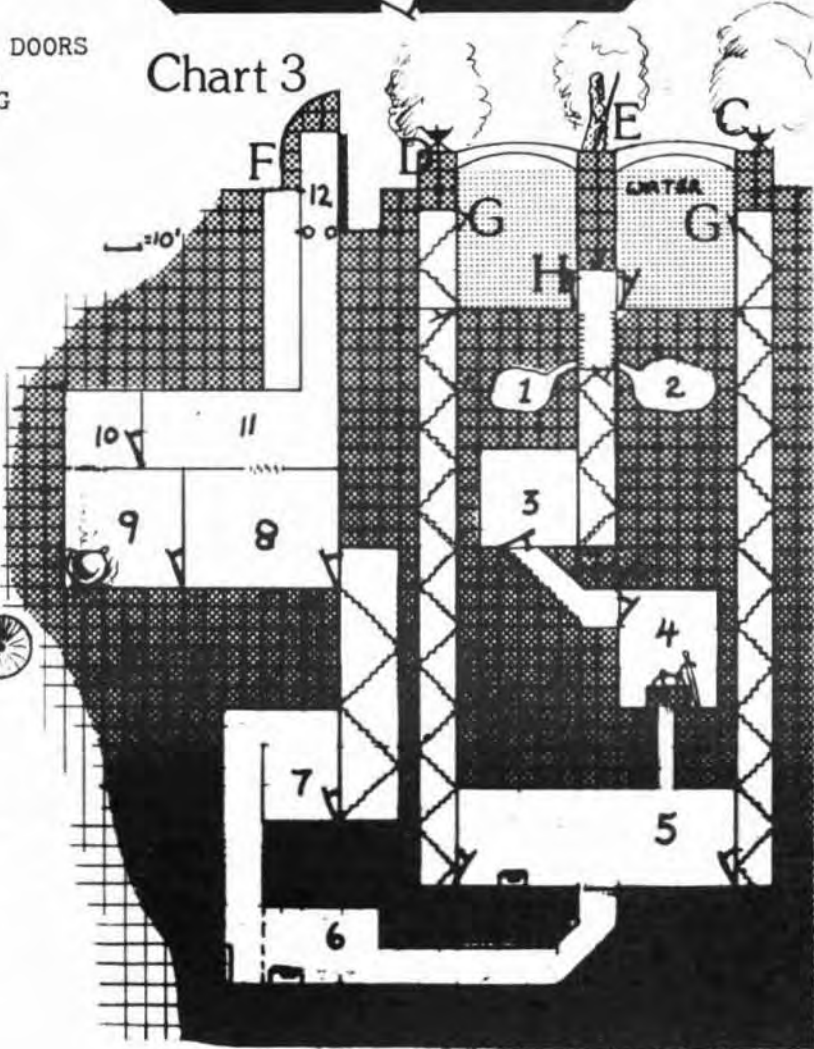
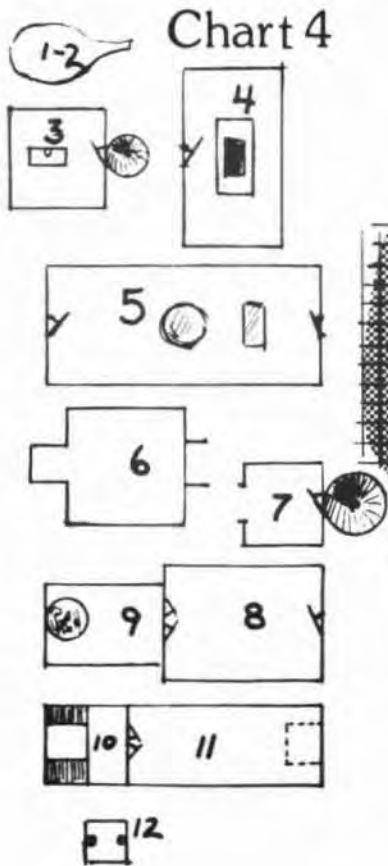


Chart 4



into the gem, leaving behind a living, but non-functioning body. Restoration of intellect requires both remove curse and dispel magic.

To open the door, the green gem must be touched first. This action will cause the red gem to turn green. The ex-red must then be touched and the door will open of its own accord. Touching the red gem first will result in the "toucher's" life force being transferred to a stick kept inside box #3. Life force is returned to its owner when the stick is pointed at the red gem. Touching both gems at the same time will result in the two touchers being teleported without error to rooms 1 & 2 (respectively) of Chart 3.

Numbers 1 and 4 are sealed urns. When the left urn (1) is opened, the only thing visible is 4 gold coins, in the bottom. Reaching into the urn will result in the "reacher" being sucked inside the urn. The next observer to glance within will notice 5 gold coins instead of the former 4. Use the random monster chart to determine the nature of the urn's other 4 occupants. When the seal of the right hand urn (4) is broken, some mumbling is heard. The mumbling can be recognized by those who are in the know as a magic mouth casting a phantasmal forces spell. When the insides of the urn are examined, an unshaven man with a tortured look on his face appears to be cowering in the bottom. He clutches a wand in his hand. The wand is real and has the ability to polymorph living objects into frogs with a 10% chance of turning the user into a frog each every use. It has 24 charges.

The treasure chest on the left (2) contains 8 gems. Throwing them to the ground will cause a demon of type I-IV to spring from each gem thrown, attacking whatever it first sees (living being). Roll 1D8 to determine direction on compass that creature faces, starting with North. Destruction of the demon will cause both it and the gem to disappear. The treasure chest on the right (3) contains 20 wooden sticks. that if pointed at the red gem have a 5% chance of releasing a life force (one that does not have its own body present.) that has a 20% chance of dominating the body of the wielder.

CHART TWO-- THE GARDEN.

The squares marked A, B, C, and D are slightly raised 10 ft. square platforms, each containing a little 3 legged brazier with two rings of water-breathing in each brazier. The square marked E has placed upon it a 20 ft. tall statue of Merlin. Around the neck of the statue is a scarab necklace that will turn all but Clerics to stone if worn. A Cleric wearing this necklace will have the power of all his spells doubled. The belt is woven of gold and will raise a Magic-User 1 level. Any but a magic user who tries this belt on will receive 2D6 of damage.

The area marked F is a tomb-like entrance with 12 Bright gems set around the rim. (See inset marked F) Inscribed on the interior of the semi-circle is an inscription!!!! This writing reveals the combination to open the crypt when read. In Lammasu it says, "If you wish to peer within, be sure you're right and then begin." (start counting from the right) "Turn once for the trees (twist gem #6) and again in threes, "(twist gems 3 and 6) "Turn once for the corners of the fountain warmers, (twist gem #4) turn twice for your fingers (twist gem #10 twice) and them don't linger, Go play in the trees or forget about thee. (go play in the trees). After three unsuccessful tries the gems will disappear and further attempts will be futile.

The trees are all magical in nature.

Tree #1 will emit a sleep gas on anyone passing under it's branches. The effects will last from 2-12 turns. If the victim leans against the tree, the trunk will swallow him whole. The tree will open again if weight is applied against the trunk.

Tree #2 Pulling down on the lowest branch of this tree opens a crack in the trunk, containing the explanation of the combination.

Tree #3 Pulling down on this tree's lowest limb will release a constricting net that will eventually strangle a victim in 2-5 turns unless cut away.

Tree #4 Pulling down on the lowest branch of this tree is the final step in the combination to open the crypt entrance. When pulled the branch causes the stone in front of the opening to dissipate like mist.

Tree #5 Touching this tree causes a horn to sound, calling an 18 strength, 9th level Lord to enter into the garden along with a 6th level Magic User for the purpose of collecting a tax from all in the garden.

Tree #6 Pulling down on the lowest limb of this tree breaks off the branch, In side the hollow portion of the branch is an invisible +1 sword of no intelligence, alignment is lawful but can be otherwise.

CHART THREE--VERTICLE CROSS-SECTION OF DUNGEON AREA

The areas marked G and H on this chart are doors that will open if pulled and close automatically if not held open.

ROOMS 1 and 2: These rooms are water drainage cesspools that recieve the water from the central entrance. If a player is teleported into one of these rooms there is a 5% chance that he will contract yellow fever during his stay there. To get out, the player must dig!!

ROOM 3: Upon entering this room there is a 50% chance of its activation as a room of gender bending. Players must then make a saving throw vs magic or change sex. Occupy-

ing this room are the scattered remains of two skeletons. When gazed upon these creatures quickly reform themselves and will stay reformed, attacking all within the room and constantly regenerating as long as living eyes look at them. Each wields a normal sword. In the center of this room's floor is a wooden door 5' x 10'.

ROOM 4: This room has a rectangular, 5 ft tall pedestal in the center with an 8 ft tall, red, Wax Golem lying upon it. The red variety of wax golem differs from the normal in that it has the ability to create and hurl molten wax globules for 1-6 points of damage. (Attributes for the standard Wax Golem can be found in The Dungeonmaster vol. 1 # 1. or by sending an SASE and 10¢ to The Fantastic Dungeoning Society) The Golem is armed with a normal two-handed sword. It will not become mobile unless it, or the pedestal it lies upon are touched. Pushing the pedestal aside will reveal a 5' x 10' shaft going down.

ROOM 5: This room has a 5 ft wide door at either end, a 10 ft diameter circle drawn on the floor and a treasure chest. Inside the chest are three potions. One is poison. One is a potion of Red Dragon Breath. Drinking it will give the imbiber the ability to breath fire to a distance of 20 ft. However, each use of this powerful drink will cause a loss of 50% of the user's Charisma unless he drinks from the third potion, a powerful breath freshener. There are 12 swigs of each potion.

Around the circle on the floor is written the following in Lammasu, "Peer within and jump into yourself." (A rough translation) When anyone looks into the circle, it becomes a mirror. If they then jump into the center of the mirrored circle they will pass through it into the passageway beneath. The only problem is that only what the jumper has grasped in his hands will pass through the mirror with him. The rest will stay on top. The mirror will open from beneath as a normal door, but climbing back up the slanting passage is next to impossible due to the slippery slime coating all surfaces. The mirror is unbreakable.

ROOM 6: This room is possibly the apex of the dungeon. On the floor is a chest and against the wall opposite the entry passage is a large square stone plaque, approximately 6 ft tall. The chest contains 5 bags, all apparently empty. The first bag contains 100 pieces of invisible gold. Bag number two, if reached into will swallow that person whole. Once inside the bag, he feels a compelling urge to combat the last being swallowed by the bag till one or both are dead. The winner then may attempt to free himself through will power from the bag. (50% chance of success). If the attempter fails, he must again do combat with the next thing to occupy the bag. The third bag is actually empty. The fourth bag contains three invisible gems worth 100 gp each. Bag number five will devour anything placed into it, including hands and heads.

The stone plaque has an inscription on it reading: "In front of you lies the wisdom of the ages." (written in Shedu). Pushing down of this stone will cause it to sink into the floor, revealing three cubby-holes. Above the holes the following is inscribed in lawful, "Up and down and in and out." In each of the cubby holes is a set of six wand-line black sticks. If the sticks are thrown up into the air they will fall into a pattern upon hitting the floor. If this pattern is stared at by one person, he will go into another dimension for 2-12 turns and then automatically return. Only one person at a time may use the sticks. Simultaneous usage by two or more persons will cause the sticks to overload and shatter forever. Each set may only be used twice.

The first set of sticks (left) will dimension the user to a large room containing a hill giant.

The second set of sticks (center) will dimension the user into a long hall with a type III demon at one end and a carrion crawler at the other.

The third set of sticks (right) will give the user a private interview with the Wizard, Merlin. (this character is an extremely high level, Lawful, benign wizard and should be played with the utmost care by the DM).

The way out of the room is to walk up the shaft in the ceiling.

ROOM 7: This room contains various powerful and semi-powerful magic items, artifacts, pieces of art, relics etc. they are in glass cabinets against the walls. The glass is unbreakable, the locks on the doors of the cabinets will not smash and are 25% harder to pick than a normal lock. The opening of a cabinet will arouse the room's guardian, a Ghost. There should not be more than 1-2 items of value in any one cabinet. Assume that there are 2-6 cabinets in the room.

ROOM 8: This room contains 3 Ogres, each carrying 300 gp. The room is blue in color.

ROOM 9: This room contains a huge black cauldron that is merrily bubbling away over a glowing fire. The water in the pot is cool and will do no harm except to take the power of speech away from any who immerse their heads in it. The walls of this room are pitted and may be easily climbed. The ceiling over the cauldron is a trap, being no more than stone colored paper, starched and stretched to cover the opening.

ROOM 10: There is nothing in this room other than the fact that it is painted green. However, if the last 10 ft. of the floor is walked upon, the person will fall through the starched paper into the waiting cauldron below.

ROOM 11: This room contains 3 things. A door on the wall opposite the ascending shaft, a secret door on the floor and an invisible mummy directly beneath the shaft. The mummy is completely invisible and is draped in an invisible cloak. This mummy is

unique among mummies in that it talks. It will not attack, It just wants to be left alone. This may not seem nasty, but think of the people who will get advanced leprosy while fumbling around with the mummy.

ROOM 12: This area is inside the crypt-like entrance marked F on Charts 2, 2F and 3. After the stone is dissipated, one can find 2 steel rings imbedded in the stone. Ropes may be attached to these rings. If the rope is attached to the ring nearest the entrance, it will hold the weight of one person three times before it will break. weight is placed upon a rope tied to the far ring, a secret door will open and the rope along with the person on it will be drawn into a shaft parallel to the one they left, snapping the rope in the process. The victim is left to his own resources to escape, since the ring then disappears.

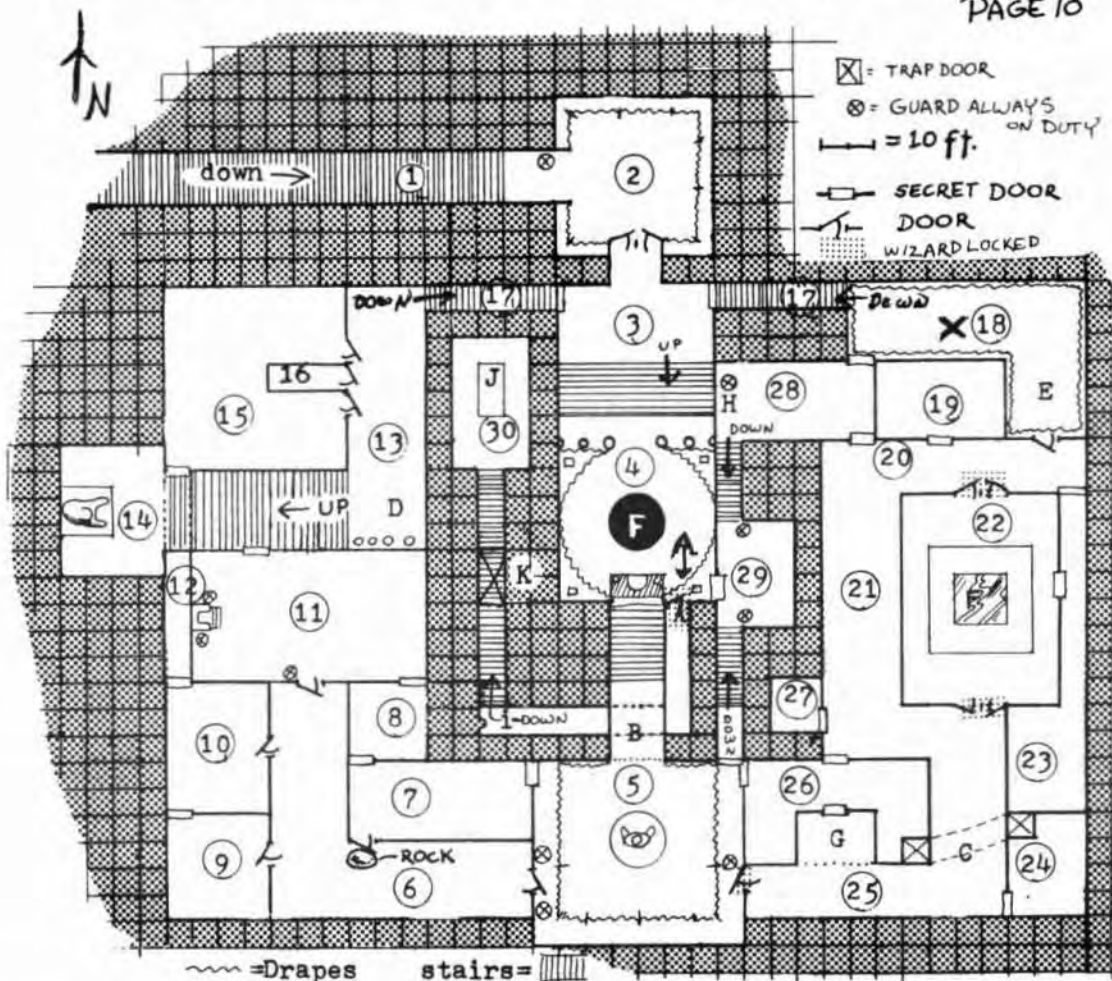
CHART FOUR-- HORIZONTAL SECTIONS OF THE VARIOUS ROOMS

the rooms are numbered the same as their counter parts in the verticle cross section.

BORSHAK'S LAIR

The following Dungeon is perpetrated on the unsuspecting by Paul Jaquays with assistance by Mark Hendricks (author of room 19. volumes I&II) and with spiritual guidance by the honorable Randy Cox. (Dave Marbry helped also)

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This small dungeon, known as "Borshak's Lair" should be a welcome sight to those of you who have complained that the previous adventures were all too high level to be properly enjoyed. This particular game is a first level or thereabouts adventure. Hopefully magic will be balanced enough in it for everyone's tastes. Although there are not an over-abundance of traps, the liberal use of magic should make things interesting.

Borshak's Lair was not always the orc/goblin den that it is now. The original function was to be nothing more than the tomb and chapel of a mighty Lord named Helmdar. Long after Helmdar was laid to rest, a Wizard named Tim

the Moonslayer played upon the local superstitions and made himself a tunnel complex around the tomb, never even entering the crypt itself. Although none know what happened to the mighty Wizard, it is speculated that he over-extended himself one dark night and went mad, opening the crypt and entering therein, never to return. Over a period of a century, dark creatures began to inhabit the crypts and rooms of Tim's complex, joining the things that were already living in it. Fleeing from a mighty war, a band of orcs, goblins, kobolds, and hobgoblins found the tunnel complex and killed most of the inhabiting monsters. Although the creatures all serve Borshak, a mighty 4th level fighting orc, there is some distrust between the various types. No two will serve guard duty next to one another if they are not of the same race. If they can at all avoid it, they will not go into the Eastern end of the dungeon. The orcs and company will not try to stop any from entering the main complex or the Eastern end, but they will stop any from entering the Western end or try and ambush them on the way out. Some of the orcs might be paid to serve a party.

1.) This is a stairway down from the surface 100 ft. The walls are moist but not slimy. There is always one guard (x) at the base of the stairs. Roll to determine type.

2.) The floor of this room is inlaid with ceramic tile in a checkerboard pattern. The walls are hidden by heavy draperies. The drapes are out from the wall 2 1/2 ft. The room appears then to look like it is 25 x 25 ft. All the doors are flush with the drapes. The drapes are slit vertically every 10 ft to permit easy access to the area behind them.

Behind the drapes, in the NE corner is a pile of rubbish. In the rubbish is a piece of carved wood in the shape of a fish, on a leather thong. This is Fred the Magic amulet.

Fred is: A +1 amulet of protection. He also works as an illusionists change self spell. Fred talks. In fact he talks too much. He will listen to conversations and at the wrong moment may blurt out something that he shouldn't or may reveal the location of someone when they are invisible and so forth.

He is, however, very loyal, and will not function for a betrayer or killer of his master. Fred thinks he's very powerful, but his illusion power only works once daily and for only 6 hrs. If he is insulted (namecalled, sold, or traded), he may not work at all. Fred is fire proof, acid proof, freeze proof, and basically indestructible.

Fred speaks any language that is known by his present or former owners. At the time being, he speaks: Common, Lawful, Neutral, Chaotic, Dwarf, Elf, Orc, Troll, Dragon, Lammasu, Ogre, Goblin, Kobold, and Giant.

On the South door of this room is a painted orc face. Not touching the eyes of this painting when opening the door touches off a magic mouth spell (permanent spell holding it in place perpetually) that manipulates the mouth of the orc, saying very loudly in orc "Ho master!!! Be wary, enemies are at your door!!!" Passing through the door causes a detect magic spell to be cast by another magic mouth spell (permanent). Detection of magic will cause a third magic mouth spell to yell "Master, master, they have magic on them."



SOUTH DOOR ROOM 2

3.) This room is solid marble. The floor is pure unseamed white marble, the steps are inlaid with black marble and the pillars are of gold marble. The walls are relief murals of soldiers fighting. The Northernmost statue on each wall is the catch for a secret door. Pressing the head of either statue opens its respective door. Behind the southern columns are more draperies, black in color.

4.) This room appears to be circular and lined with heavy draperies. In each of the four corners is a small, square brazier that constantly emits a spicy smoke incense. Spending more than a turn within five feet of one will cause one to fall asleep for not less than two turns...Room is lit by continual light....In the center of the floor is (F) a 10 ft diameter pit that is extremely black inside. It will always teleport without error anything that is lowered into it 20 ft or further to the crystalline box in room 21. Ropes may not be climbed up again.

(A) Door to the crypt of Helmdar, Lord of Hram. In Neutral it is written on the door: "Here Lieth the Hram." The door is Wizard Locked.

At the south end of the room is a throne. It was originally Helmdar's Death Seat, but for a joke, the orcs have put an almost invisible +2 poisoned pin in the seat, with a 3DB poison on it.....Pulling the seat forward will cause the secret door behind the throne to be revealed as the throne sinks down into the floor and disappears. Stamping on the place where the chair went down raises it again.

(B) This is a stair, going up 15 ft from room 4 to room 5. The end of the hall has bars spaced 6 inches apart. 18 (91-100%) strength is required to bend them enough to permit passage.

5.) Another draped room. Drapes are out 5 ft from the wall. In the center of the room is a two foot tall pedestal upon which rests a statue of a man in armor with sword clenched tightly in hand. He is a hero turned to stone. If the room is entered past the curtains, the pedestal will rotate until the fighter faces the intruder. A magic mouth spell then speaks a stone/flesh spell. The hero, who is under Geas to protect the spot, killing all intruders; will then challenge the party to a combat. A second magic mouth will then throw an anti-magic shield on him. If he is near death he will yell out the words "It is done!" and a third magic mouth will speak a dispel magic on him, and he will turn to stone once more.

Elwood the Hero

S-15, I-9, W-7, D-11, C-17, Ch-14.....30 hits (4D8 +8) Align.:L/E

1 Sword (Lutholio) IQ-8, Ego-4.....Chaotic....See Invisible...Detect Evil.

+1 Plate Mail. Will expand or shrink to fit owner.

There are always at least three guards in this room.

6.) This is the main hall of Borshak's troops. Encounters with wandering monsters will be double in this area and the monsters will always be orcs, ogres, goblins or kobolds in numbers not exceeding the actual number in existence in the dungeon. The walls have obscenities scrawled on the walls in the various languages. The hall is definitely not clean.

7.) This is the ogre's lair. There are two of them and they serve Borshak loyally. In front of their door is a huge rock that can only be lifted by another ogre or by someone of 18 (100%) strength. If the rock is in front of the door the ogres (both of them) are out. If the rock is there they are in. They will forget to put the rock in front very rarely.

Ogres: Bogar-22 hits.....Nerc-23 hits Both carry shields and clubs/ AC 4.

They have a treasure of 100 gold pieces and 400 gold pieces respectively and share a bag of three gems (2x 1000, 1x 100). The treasures are hidden in the piles of rags that they sleep in. In the room are two secret doors. The one to the north is unknown to the servants of Borshak.

8.) This is a secret room. The room is 15' square with 2 secret doors that are not known to Borshak's orcs. The room is occupied by a Gelitanous Cube.....27 hits (4D8) It is extremely hungry and will attack anything voraciously. Inside of it is a +2 warhammer that the magic user had lying around and a locked metal box. Inside the box are 4 scrolls. The first one is rotted beyond comprehension. The second contains 1 spell 2nd level Greyhawk # 9. 3rd scroll: 7 second level spells (by the way, they are all MU) GH #'s 1,2,3,4,5,6,8. 4th scroll: 7 seventh level spells: GH #'s 7,8,9,1,2,3,4.

9.) Orc Barrack #1. There is a secret door in the north wall that the orcs know about. Eight orcs live in this room. At least 2 will always be in the room. On a %ile roll of 1-40 there will be 3-4 orcs in the room, on a roll of 41-60 there will be 2 in, on a roll of 61-00 there will be 5-7 orcs in. Each orc has a treasure of 10 gold pieces stashed inside a bag on his person. The orcs sleep on piles of old rags.

10.) Orc barrack #2. The orcs know of secret doors in the north and south walls. Ten orcs abide in this hole. At least 3 orcs will be in at any given time. 1-20%ile roll means that only 3 orcs are in. 21-80 means that 4-7 orcs are in and a roll of 81-00 means that all 10 are in. Each orc has a treasure of 30 gp that he carries on his person in a bag. Three of the orcs (the one's guarding Borshak and his MU assistant) have Magic Mouth spells on their bags that warn the owner of theft.

11.) This is Borshak's audience room. It contains a makeshift throne and always three orc/goblin or Ogre guards. There is a 25% chance that Borshak will be in it when it is entered. There are two secret doors to the room. The one to the north is known about but not used. Behind it are 10 skeletons, guarding this secret passage way. A permanent Phantasmal Force spell make them look like a collection of demons. Each skeleton is armed with a mace and a shield (AC 6). There is a red square in the center of the area beneath the stairs that will cause the stairs to pivot up if it is stood upon.

12.) A secret passage connecting the Kobold lair with the Orc Barrack. It is known to both groups, who are mutually tolerant of each other.

13.) This is the hall way that leads to the Kobold and Goblin lair/barracks. There is nothing unusual about it, other than the fact that it is filthy dirty and that monster encounters will be double and will be only the servants of Borshak. At the end of this hall (south end) there is a row of four statues. They are, from east to west, a skull-like figure, a demon figure, a screaming figure, and a frog-like creature. Each is a trick or trap in a way.

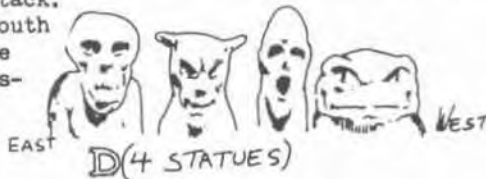
Skull figure: It does nothing. However, underneath it is the key to any of the wizard locked doors, it is sort of a knock spell. The key is a black finger bone with runes inscribed on it.

Demon Figure: When touched this figure will shoot a magic missile out of its mouth at whomever is standing in front of it. Will only work once per day.

Screaming Figure: Inside the mouth of this figure is a small switch. The pulling of this switch will cause the stairway to the west to pivot upwards revealing the cavity

containing the 10 skeletons who are phantasmally forced to look like Demons. If this is done the skeletons will immediately attack. Touching the statue anywhere but on the mouth will cause it to scream, thus tripling the chance for the appearance of wandering monsters.

Frog Creature: When touched this statue becomes a berserk Frog-man (as described on page 45 of Blackmoor.)



14.) This is the goblin barracks. The room contains a statue of a sphinx with broken glass eyes. If a finger or a stick is stuck into the right eye hole, the result will be the sliding aside of the entire pedestal structure to the right. Inside the left is a small (1 hit point) scorpion with a 4 dice poison on its stinger. Also in the room are the residence areas of 10 goblins. They will carry sword and shield. Each has 5 gold pieces on its person. In the corner is a box, and inside it are 5 quart flasks, each containing goblin liquor equal in potency to brandy (as per "Alcohol in D&D", The Dungeoneer #2). Total encumbrance for the box is 150. 2-9 of the goblins will be in at any given time.

TREASURE: 2 sets of ear-rings 1100, 1000 2 buckles - 4000, 5000
 A mask - 4000 A necklace - 5000
 A helmet - 4000 2 anklets - 8000 for set
 3 rings - 4000, 9000, 6000 A sword - 1000
 Scepter - 500 A brooch - 3000
 Beads - 2000

15.) This is the kobold lair. There is a secret door in the south wall that is known to the kobolds. There are 20 kobolds living here. Each has 5 gold pieces on its person. The room is devoid of adornment except for piles of sleeping rags. There will be 1-20 kobolds in the room at any given time. Each one carries a club and wears leather armor.

16.) This is a sealed room. Inside it is a trapped Ochre Jelly. It will fall out upon anyone who opens the door. It was lured into the room by the kobolds and then forgotten. They did it as a joke. Mentioning it to a kobold will cause him to break into peals of laughter and immobilize him for 3 melee rounds or more. The Ochre Jelly takes 26 hits (5D8). At the back of the room is a secret panel. Behind it are six scrolls.

--1. 3 3rd level MU spells...GH #'s 1,2,3. --2 This scroll will fall to dust when touched. --3. 6 1st level spells...GH #'s 5,6,7,8,9,10. These spells are barely readable and reading them will result in the following. %ile roll 1-30=spell successful...31-50= spell malfunctions...51-00= spell unreadable. Roll only once for each spell. --4. 2 6th level spells...GH #'s 4,5. --5. 7 2nd level spells GH #'s 1,2,3,4,5,6,8. --6. 3 1st level spells GH #'s 1,3,4.

17.) Stairs going down to room 3.

This section of the dungeon is the area that the orcs will not frequent except on special circumstances. In it is quite a bit of magic and also some monsters that the orcs really don't want to tangle with. The Spectre that was Tim also haunts the halls of this area.

18.) This is an "L" shaped room with one secret door (known only to Borshak and his second in command) and a normal door. The room is lined with a rather drafty gray drapery, firmly attached to both the ceiling and the floor about 3 ft. out from the wall. It is unseamed and has no openings. It is fire-proof. This drape acts as a +1 cloak of protection to any who wear clothing made of it. It cannot be cut by non-magic weapons. (E) hanging in front of the non-secret door, is a +1 dagger that is suspended from the ceiling with the following note in common, "Passage thru the curtain."

Inside the curtain is a pedestal (x in the room) and two skeletons with swords and plate-mail & shield standing on either side of it. On the pedestal is a crystal ball. Each skeleton takes 4 hit points. They will immediately attack and unless dealt 8 pts each on the first round, they will each split magically and immediately into two more skeletons (hit points intact). This will continue with every skeleton formed (they have to be hit to split) until all are destroyed or the crystal ball is shattered. Upon such destruction the remaining skeletons will revert to dust. Inside the shattered crystal- 2 gems blue & red, each worth 1000 gp. The red one will heal from 1-10 points of damage on the first person to touch it.

On the non-secret to the south has inscribed on it in magic, "Welcome to the abode of the Mighty Tim!:"

19.) This room is 25' X 15' with a 20' ceiling. It was designed specifically by Tim to ward off intruders. The walls are a dark grey, showing charred streaks along most of the walls. Water drips down their sides and the air is filled with a fine, chilling, dank-smelling mist. The floor is covered by a thick, greenish, very cold, self-luminescent fog 3' deep and coated with 2" of a colorless, odorless, acidic tasting, semi-congealed slime. It is harmless, but slippery. Odds of

a character remaining on his feet may be set at the judge's discretion. Hanging 4' down from the center of the ceiling by an invisible thread is a sphere 2' in diameter. Both sphere and cord are made of Titanium, i.e. indestructable. Set within the spherical shell are numerous multi-colored lights which blink under the conditions specified. Finally, embossed on each of the walls, approximately 4½' above the floor, are various demon's visages, 2 on each of the long sides and 1 on each of the short ones. They are set equidistant from each other and/or the corners. Each has a Magic-mouth and a Permanence spell cast on it. Beginning with the face on the southwest wall and proceeding clockwise: (A) Hold Portal- 6x duration (B) Phantasmal forces (C) & (D) Web (E) Slow (F) Ventriliquism.

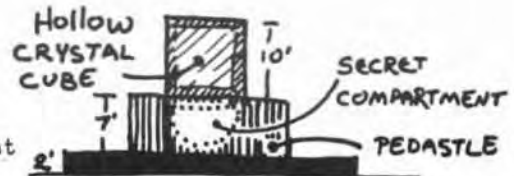
First, this room has a 'Sound Absorption' spell cast upon it. It was especially developed by Tim for this room and has been permanently cast upon the room itself. As such All sound is absorbed by the walls and nothing is transmuted through them.

DM Note: This spell is suggested to be 4th Level with a 20' radius. Secondly, as to the faces: The Hold Person spell is spoken immediately on entrance, but effects only the inward side of the door, i.e. more can come in but few may go out, (only the super-strong.) The Phantasmal Force and Ventriliquism spells are cast simultaneously one turn after the first person enters the room or as soon as one comes within one foot of the appropriate face(s). Note: passing by one face will activate both, regardless of which one is passed by. Once spoken, a 'small troupe' of motley personages, radiating an eerie bluish hue, 'pass' through the wall and come to stand in the room at the north side from which they came. The leader looks to be a wizard w/staff sided by two brightly-mailed warriors holding swords covered with ice. Semi-encompassing these three are various fighters, creatures and other sundry monsters. All look very malicious and quite dead! If their presence is believed, they have the effect of 'Ghosts' (see TSR #2). The leader speaks thus: "Know ye foolish mortals that have dared trespass into the domain of Tim, Moon-slayer, a mighty curse is laid upon you should you linger in this place. Leave now this abode and return whence you came to the land of light, otherwise you shall become as these that follow me; mere servants to come and go at my bidding. (His voice raises into a shrill cackle of laughter, the others, in their own manner, do the same.) Now GO!" The figures rise up and 'fly' south, passing through the wall. One turn after the FF's leave the Slow spell is spoken. One turn after the Slow spell both Web spells are spoken together covering the entire room and/or its contents. One turn after the last spells are cast the sphere's lights begin to blink. As the lights blink, (DM may choose their various or singular color(s),) a sharp beep sounds from within the globe. Each light begins to blink (and beep) approximately every three to four seconds for about a minute or so. At this time the duration between blinks and beeps is halved and continues for under a minute. This effect continues to happen in ever shortening intervals until the lights have a 'strobe' effect and the beeps have reached a high pitched whine. At this time two events occur almost concurrently. First, a Phantasmal Force spell inside the ball activates and the sphere appears to explode, (with such force that the room seems to shake,) but before the explosion is fully completed anyone in the room is Teleported to room #26. At this point the DM must check a player's sanity, (you think they're going through this without getting a bit touched? HA!) hearing, possibly affected by the beeps; and sight, partial blindness or spots before their eyes due to the 'strobe' lighting.

Final Note: For those curious enough, the Phantasmal explosion is 20D20 in strength which is why the people are removed before the effects are fully realized. This room is not meant to kill, only to scare. Have fun with it!

20-21-25) Main hall of Tim's ex-quarters. There is a 30% chance that the Spectre that was Tim will be wandering this hallway during the game. He may or may not attack since he went insane and his actions will be more random than anything else.

22.) This room has three entrances. The two double doors are wizard-locked (Tim was 16th level). The single door is secret. The wizard-locks prevent entrance into the room but not exits. In the center of the room is a crystal cube (F), 10' on a side. It is hollow and the crystal is 3" thick and quite unbreakable. (A roll of 20 on 1D20 by an 18(00) fighter might crack the crystal a little.) It sits on a 7' tall pedestal that rests on a 2' tall platform. This cube



is where persons entering into the well (F) in room 4 are teleported to. Inside the cube are the remains of 5 persons:

- 1-Chainmail, shield +1 (has a cross on it, he was a paladin), sword and pack.
- 2-Leather jerkin, sword, pack (scrap of parchment: "To open box, speak remotely or press...")
- 3-Leather armor, sword, shield, pack.
- 4- (female) Chainmail +1, sword.
- 5- Robe, two daggers, 2 scrolls, GH#'s (1) 5,6,7,9,10. (2) 6,11,14,1,2,3,4., staff of striking (129 charges). It also glows in the dark when held.

The air in this cube is thin at best and is only very slowly replaced if used up.

The length of time that a person(s) may last in the cube is as follows:

- | | | |
|--------------------------------|-----------------|---|
| 1 person may last | 6 turns (1 hr.) | |
| 2 persons " " | 3 turns | |
| 3 persons " " | 2 turns | Conscious conservation of air will make |
| 4 persons " " | 1 turn | it last 1/2 again as long. |
| 5 persons....you get the idea? | | |

Air will gradually refill the chamber, but not in time to save anyone trapped within. There are two ways out, both hinted at in the scrap of parchment. Cast a ventriloquism spell or press two of the angularly opposing corners simultaneously. The walls will then disappear for 30 sec. Entrance into the cube is by a similar method. If the cube is pushed out of the way, it will reveal a here-to-fore invisible secret door in the top of the pedestal. Beneath the trap door are the following items:

Wands: secret doors & trapdetection.

Ring of Telekinesis	Potions: Undead Control (5 doses)
Bracers of Defenselessness	2000 silver pieces
Cursed Sword -2 (Bloodgutter)	Living Mummy (28hp)(SD8+1) Strongly objects to people removing treasures or even bothering him.
Int-12, Ego-11 Lawful	
Powers- Locate secret doors, See invisible, Detect Metal & Kind.	

Teleportation, Telekinesis, Levitation

Speaks- Common, Law, Lamasu, Unicorn, Gold Dragon.

23.) This room is a small library. Inside it is an ornate table and chair. There is a gold plated candle-stick (250gp) with 3 candles that glow in the dark (continual light.) and a bookcase that contains 50 books of sage type material. There are 2 secret entrances into this room.

24.) This room has two entrances- one a trap door in the floor and the other a secret door. This is the Troll's storage room. In it are various containers with water, flour, grease, and salt in them. In the corner is a pile of rags. They appear to be cast off clothing. In another pile are various pieces of armor, and shoes and helmets. In a box are 3 swords, 5 daggers, 2 hammers, 5 arrows and a spear head. Hanging from the ceiling are 4 corpses on hooks. They are skinless and in various stages of decomposition. They are 1 orc, 2 goblins and a human. This is also the troll's meat locker.

26.) This is the room that receives the teleported victims of room 19. There are 3 secret entrances to this room, all unknown to the servants of Borshak. There is also a secret trap door that leads through tunnel "C" to room 24. The distance from the floor of room 26 to the floor of the tunnel is 10 ft; the distance from the floor of the tunnel to the ceiling of the tunnel is 6 ft. In the NW corner of the room sits Herman the Schizo Troll. (39 hits) He cradles a big club in his lap. (club will do 2-16 damage) Herman was a victim of room 19 and now all he does is sit in the corner, staring, mumbling to himself and drooling. He is completely harmless in this state and will sit by, watching people as they ransack his room. However, touching him or talking to him will cause the Troll to go berserk and attack with surprise on the first melee round. The room is mostly filled with filth. The troll has 2000 gold pieces hidden in a box in the tunnel.

G) This is a trap devised by the Troll before he went crazy. If the secret door is touched bars will drop (dotted line) and trap the players in the recess. Herman would then either bargain with adventurers for their release or he would kill them outright, using little hidden view-ports in the east and west walls. The door is locked from the inside and the bars require 18 strength to bend. Combined effort must equal 3x18 for bending to be accomplished.

27.) This is the Wizard, Tim's secret storage for many of his scrolls. The entrance is secret and wizard-locked. Inside this 10 ft square room are walls lined with racks, mostly empty, that look like they contain several scrolls. There are a total of 15 scrolls in the room.

- | | |
|--|--|
| 1: 3rd level: GH#'s- 5,6. | 8: 6th level: GH#'s-6 |
| 2: " " " - 4. | 9: " " " -7 |
| 3: " " " - 8,9,10. | 10: " " " -8,9,10,11,12. |
| 4: " " " - 11,12,13,14,15,16,17. | 11: " " " -13,14,15,16. |
| 5: " " " - 18. | 12: 8th level GH#'s-1,2 (all 8th level scrolls |
| 6: 4th level: GH#'s- 10,11. | 13: " " " -5 in this collection will |
| 7: 5th level: GH#'s- 6,7,8,9,10,11,12. | 14: " " " -7 have exploding runes |
| | 15: " " - MindMeld, on them.) |
- Spirit, Magic Mount. (all from TL#3)

28-29.) Borshak's Lair!! These two rooms are the actual residence of the orc leader, Borshak and his orc MU, Grandahg Theork.

Borshak- Orc/Hero (FM 4) 25 hits
S-13, I-10, W-9, D-10, C-12, Ch-8.
Chainmail, Shield +1, helmet, sword.

Grandahg Theork- Orc/Conjurer (MU 3) 11 hits
S-6, I-12, W-11, D-7, C-16, Ch-9.
Roba, 4 scrolls, 2 daggers, wood staff.

Grandahg's Magic: Available spells.....(actual number at any given time 3 1st and 1 2nd.)

1: Rd. Magic, Rd. Languages, Prot./Evil, Light.

2: Locate object, ESP, Knock, Darkness 5'r, Magic Mouth.

(The MU has spent a great deal of time going over these spells and might use them on anyone threatening him. i.e. He has read magic and has studied the spells!!!)

Scrolls:

1: 4th level- Wall/fire, Wall/ice

Robe: This is a robe of Blending.

2: 6th level- Invisible stalker

3: 7th level- Limited Wish, Power word stun.

4: 7th level- Mass Invisibility, Simulacrum, Delayed Blast Fireball, Reverse Gravity.

28.) This room has two secret doors and a stair down to room 29. All the doors are known to Borshak and Grandahg but not to their flunkies. This room is usually used as a sleeping and eating room by the two. There is always one orc on guard. In a secret compartment of the thick oak table in the center of the room is the treasure of the two orcs. The door of the compartment has a 2D8 poison pin on it.

Treasure: Belt: 300gp, Scabbard: 3000 gp, Helm: 9000gp.

Potion of extra healing: 5 doses.

Scroll: (in unopened sealed tube) 3rd level: Detect Evil. Back of scroll is a map to the treasure in Helmdar's tomb (room 30)

A warning: Be wary of the dead who are not!! (neutral)

H) This is an invisible peep-hole into room 3. With this, Borshak always knows who is invading his "kingdom."

From room 28, a stair leads down to room 29.

29.) This room has two guards and one secret door, known to all. It leads to curtained area in room 4. This is Theork's workshop and Borshak's interrogation hall. The walls are lined with rude sketches of mechanical war devices that are being designed by the MU. Most of them are totally ineffective or faulty. However, there is a design for a catapult that will do double the damage of a normal one. (This would be of great value to a warmongering king or lord).

I) This is a stone face carved into the wall of the passageway. It appears to be groaning. Inside its open mouth is a silver, carved talisman, shaped like a throwing star with the following runes inscribed in dwarf upon it. "Use only in direst need against evil." The actual use is as follows: When thrown against an evil creature it will generate damage in dice equal to the creature's own hit dice. Damage must be rolled however. It can only be used once against any type of creature. i.e. It will work only once against spectres, it will work only once against an anti-cleric, it will work only once against a type I demon and so on. It has a maximum of 10 charges. It will do no damage to Good, or Neutral creatures.

K) This is a normal pit/trap. At the bottom there are several poisonous spiders (1-4 1D8). The distance from opening to bottom is 20 ft.

30.) This is the crypt room of Helmdar. He was a 16th level Lord. Now he is not quite dead. He is a Spectre now (32 hits). He carries a +1 shield and a sword of Cold (to be described later.) He is the cause of Tim's death. He cannot leave the crypt, due to a geas that his relatives had a Wizard place on him. About the late Tim, He is a Spectre (30 hits) in the service of Helmdar. He will usually be in the crypt. On his finger is a ring of Spell-Storing. (also described later.) Lying about on the floor in heaps are the following: Plate armor +1, man-sized; 5000 copper pieces, 6000 silver pieces, 6000 gold pieces, 23 gems: 10x100, 6x50, 6x500, 1x25,000; 24 jewelry (Due to space/time limitations please determine your own jewelry....thanks!)

Sword of Cold +3....+5 against fiery creatures....Chaotic Name: Heatcleaver.

In-10, Ego-12

Speaks: White Dragon, Common, Chaotic.

Powers: Det. Traps, Loc. Secret Doors, Det. Magic.

Ring of Spell Storing: Mass Charm, Fireball, Fireball, Cloudkill, lightning bolt, Monster summoning V.

Welcome to the Pharoah's Tomb. This is the first dungeon in The Dungeoneer that has not been produced in whole by the staff. It's fairly high level and a bit different than what is the usual fare for this section. (i.e. "There ain't too many that's as crazy as us!") Hit points of monsters and the damage by various traps has been left up to the individual Game Master. I hope that no parties of low levels or turkeys go wandering into this one.
The Editor.

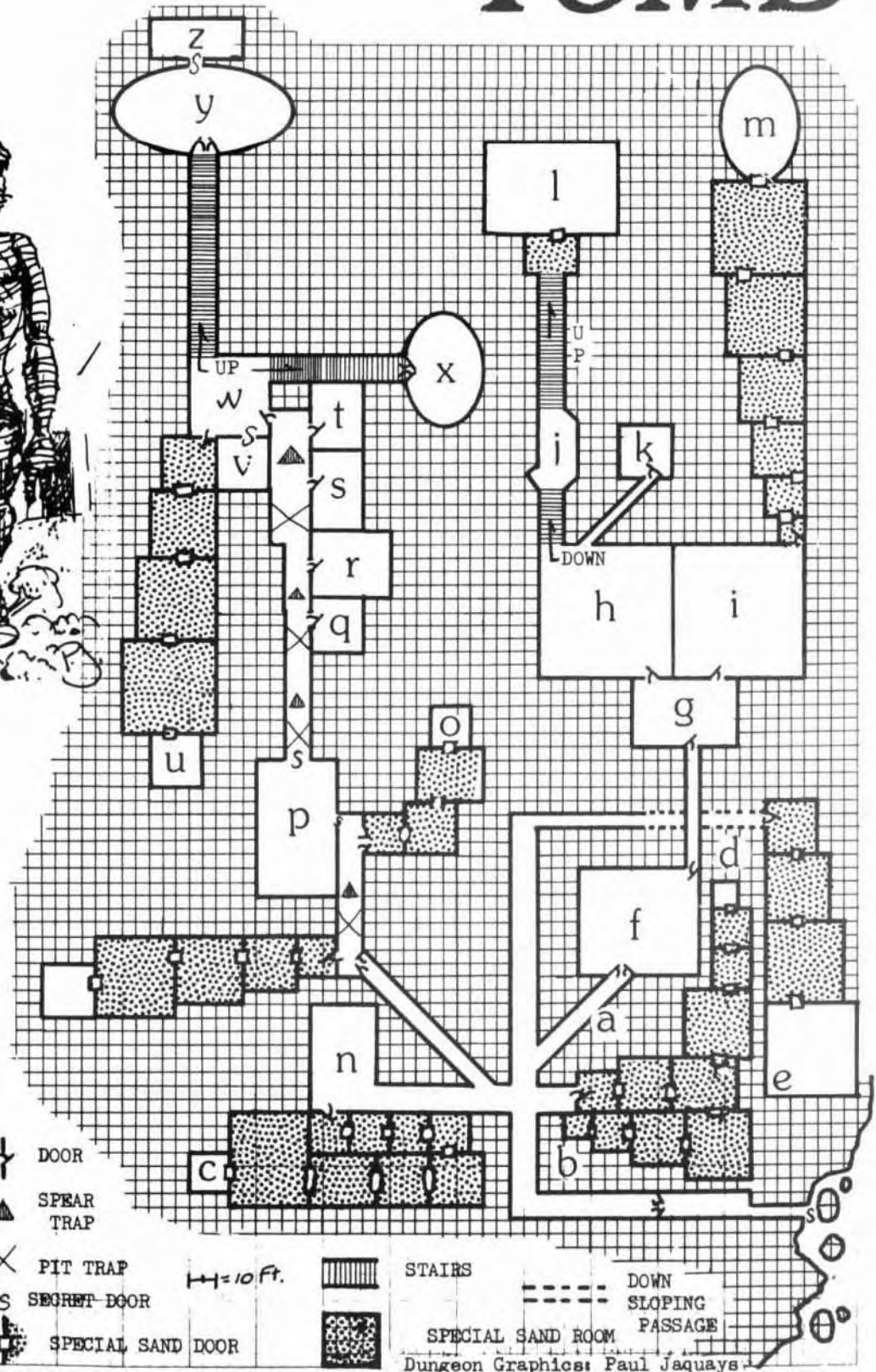
A: A passageway filled with wooden furniture and empty chests.

B: This is a room with walls covered by murals of war and huge battles. At the center of the room is a chest with a war tunic, as pictured in one of the murals, A gold mace (value: 1,000 silver pieces), 30 silver plated arrows (again, value: 1,000 sp.), a platinum plated bow (value: 3,000 gold pieces), and a gold ax (value: 5,000 in gold).


C: A room with murals of planting on the walls. In the center of the room, a chest. Inside the chest are 2-200 beans that will grow into orcs when planted (1 orc per bean). The orcs will be hostile to the planter.

THE PHAROAH'S TOMB

By JIM WARD



Dungeon Graphics: Paul Jaquays

- D: More murals on the walls of this room. They are of men killing monsters of all types. At the center of the room on the floor is a sword with poison all over the blade, having the ability to kill any and all monsters not making their saving throws.
- E: A room filled with murals of the gods. At the center of the room is an altar upon which anyone making the proper sacrifice will be able to talk with his or her god.
- F: Four mummy guards stand before the door into the next room and will not move unless a person approaches within 20 ft of them.
- G: An Evil High Priest "zombie" and 4 men at arms in plate armor "zombies" all with intelligence and full powers intact guard/reside within this room. The door to the left has a blue ANKH symbol on it sealed on with a wax-like substance. The door to the right has a coiled  snake emblazoned upon it in black onyx that is poisonous to the touch. The poison operates as a 6DS damage poison.
- H: An altar of solid gold that causes anyone touching it with anything, including spells, to be teleported to the outside entrance to the tomb. The altar is in the center of the room. It is well-carved with hieroglyphics.
- I: This is a scroll room, filled with row upon row of scroll tubes that are mostly prayers to the Pharaoh's favorite gods. Behind A spot on the north wall is a secret opening which reveals a finely crafted cabinet of stone. The cabinet is wizard-locked. Inside is a single scroll tube stating: "I SORAK, BUILDER OF THIS TOMB, SO HATED THE PHAROAH, THAT I HAVE MADE THIS MAP OF THE TOMB AND ALL ITS TRAPS IN THE HOPE THAT THOSE ROBBING IT ARE ABLE TO FIND THIS AND BE PROFITTED THEREOF."
- J: This room contains two invisible stalkers as guards
- K: This room is an area that houses 5 mummy guards that will leave the room and roam the tomb once they are released, i.e. the door is opened.
- L: This room is filled with Sulfuric Acid that will pour out and fill the next room. The sand then comes in and soaks up the acid and thereupon vanishes.
- M: This is a false Pharaoh's burial chamber with a gold plated sarcophagus lying open and a mummy (non-living) in it that looks like it has been robbed. There are seven chests in the room that are all torn open and there is a group of 87 gold pieces scattered about on the floor, making the whole room look like it had been ransacked and torn apart by robbers.
- N: A room filled with murals of the hunt. All the eyes of the figures are looking toward the door to the south.
- O: This room has murals representing the embalming of the Pharaoh. There is a small 4 ft column at the center of the room. Upon the column is a diamond cleverly shaped into the form of the Pharaoh. Removing the figurine from the column automatically shuts and wizard-locks the door (even if spiked) and poison gas fills the room. The gem/figurine is worth 25,000 gold pieces.
- P: A room with murals all showing magic users in action. The secret door to the north is wizard-locked by a 20th level wizard.
- Q: In this wizard-locked room are some real nasties. On the door there is a black onyx coiled snake (similar to "G"). In the room are 4 minions of Set (10th level fighters in plate mail that have 25 hit points and are able to turn into giant snakes. See Gods, Demi-gods and Heroes for more info.) They will rush out of their room if the door to the real tomb (W) is opened.
- R: In this room are the supplies for the Pharaoh's travel to the after world. It has many jugs of wine, bushels of grain, many sets of clothing, a small sailing craft, weapons of all types, and many scrolls for the reading pleasure of the Pharaoh.
- S: 10 mummy guards that come out when their door is passed or someone tries to open it.
- T: This room contains 10 displacer beasts and a hungry rust monster. These creatures will only come out if a magic user goes past their door or enters the room. When they kill those against them, they will take the bodies and any magic items and store them in their chamber. They have a set of +3 plate armor woman/elf sized. Also a lightning bolt wand with 37 remaining charges. Also various skeletons and equipment.
- U: A room with murals of laughing people. When any of the walls are touched, the room explodes with a force of a 20 die fireball, leaving the walls unaffected by the blast.
- V: In the room, under a giant crystal pyramid, is a 30th level Lich, that will come alive if the pyramid is touched in any way (including magical means). The Lich has a staff of commanding that he never uses, liking to do battle with more powerful spells. When under the crystal, no magic of any type will affect the monster. The Lich is also activated by anyone entering the tomb of his mast the Pharaoh.
- W: In this room covered with murals, representing all the triumphs of the Pharaoh, stands a 10 ft tall statue of Anubis (See Gods, Demi-gods & Heroes...supplement #4). There is a 25% chance that the god will appear and kill all in the room. When and if the robbers leave the tomb from the Pharaoh's main tomb area, and they travel back the way they came in, there is a 50% chance that Anubis will appear and kill the robbers.
- X: The tomb of the wife of the Pharaoh. In it is the following: 3 chests with 25,000 gold pieces in each, a ring of spell storing on her finger, and a Balrog with a sword of monster charming. The sarcophagus has a poison needle trap and its opening releases poison gas into the room.
- Y: The Treasure room of the Pharaoh with the following: 9 great chests each containing 50,000 gold pieces; 8 coffers each with 25 gems, base 10,000; 7 scroll tubes, each with 7 spells (to be rolled for); 6 life-sized gold plated lions worth 5,000 each; 5 thrones from defeated kings that were enemies of the Pharaoh in life, that are worth 10,000 each;

4 potions of undead control; 3 scrolls (clerical) with 3 spells each, 2 rings, one of fire resistance and the other of water walking, 1 wand of paralyzation. The room is guarded by 2 beholders.

Z: The resting place of the Pharaoh. The sarcophagus is all of gold (worth 200,000 gp) and the Pharaoh has a necklace worth 75,000 gold pieces. He has a staff of power that will rise up into the air if the sarcophagus is opened and start firing cold rays until it is dispelled. A flesh Golem guards the room.

NOTES ON THE TOMB:

Whenever a room has a mural, the whole room is covered in plaster, also covering the doors. i.e. even non-secret doors are invisible to the eye in muralled rooms.

The special doors of sand filling the rooms are counter-weighted so that they are unspikable. Whenever a room is passed and the door closes, the room fills with sand. Re-opening a door stops the process in that room only. 4 melee turns of sand falling in a room will not allow the door to be opened by 3 men with 18 strength and four more melee turns will stop even a knock spell. The sand will stay in the room until the persons trapped inside are either dead or have left by some magical means. The sand will then leave. The holes for the sand to come through are hidden from view.

All stairs go up or down 3 ft with each step.

All Monsters are never surprised, since they only exist for the guarding of the tomb and are constantly on the alert.

There are not any wandering monsters in the room or corridors.

All pits are 50 ft deep and have pointed stakes at the bottom.

All spear traps are activated by a pressure plate that robbers have 4 chances in 6 of touching. When this is done 8 spears come out of the ceiling.



A.) THE GARDENS OF KRAKE' A small island, inhabited by an odd, adult Green Dragon named Hormath Fangtooth. He would rather talk than fight. He has no treasure, but loves poetry. He has one book of verse written in lawful, but he can not read it. He will ask any who can read to verbalize it for him. (This should take approximately five hours.) This is one way to secure his help at a later date. HORMATH FANGTOOTH- 48 hits, chaotic/good.

B.) THE BARON'S ROAD. Leads directly but not safely to the capitol city of the land.

C.) DEVIL'S MERE' A large man made pond, occupied by an ancient monster. The creature is a water-going dinosaur known as an Elamosaurus (140 hits, AC 4, move 12, Dice 20D8, bite 4-32, butt 1-10. See BLACKMOOR.) It is usually hungry (always) and unintelligent. It will attack until its hunger is sated (2-5 men types). The Mere itself is 300 ft deep, carved into the stone below and walled above. It is fed by many streams and springs. Fish and animal life are abundant around it.

D.) CASTLE KRAKE. An ancient and fallen down castle. The walls are but shambles and only one building, a small tower remains intact. It is a tower that covers the entrance to the stair and tunnel that lead to the area behind room 13 on the first dungeon level. Guarding the tower is a ghost. He is Jarvit, 17th Baron of Castle Krake, killed by the Ogres when they invaded. He is basically malevolent, taking an oath against all who come here, binding himself to the castle grounds. If a group mentions that they are going to attack Cephalic (The Evil High Priest in the Dungeon), he will not harm them. JARVIT: 60 hits, 10D8, see TSR No. 3.

E.) THE CISTERN OF KELMAR. Built during this baron's reign (his full name is Kelmarvod Bloodletter, 9th Baron of Krake. It originally contained their, the castles, supply of drinking water, hid their dead and kept safe their treasure. It also made an interesting conversation piece. The cistern is now empty and has a stair leading down into it. a causeway bridge leads out to it from the island.

F.) KRAKE DAM. A large masonry and Metal dam, it is more than just a device to keep the water back. It also keeps boats out and large monsters in.

G.) SKY GOD'S FOOTPRINT (LARGE CRATER). This is where the space craft containing the Slime god crash-landed. Around it can be found pieces of the space ship. If crafted into weapons they will be +1.

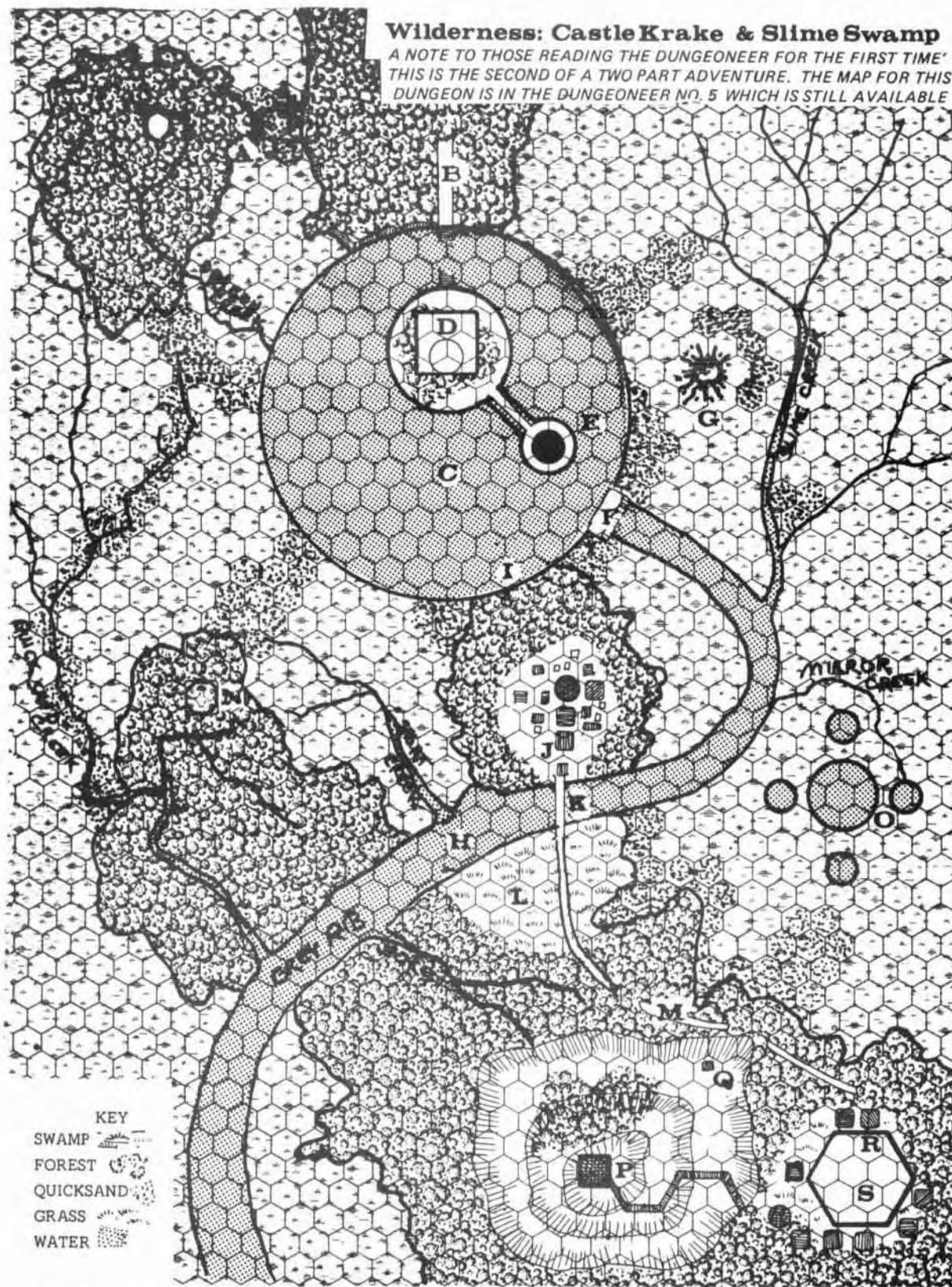
H.) THE GREY RIB RIVER Named for the bridge that crosses it, this river is fairly slow but is also fairly deep. It is inhabited by crocodiles and poisonous water snakes. It is unfordable.

I.) LOCATION OF THE SKELETAL BOAT This is one of the few ways to get across the Mere. It appears to be the floating rib-cage of some giant beast. It is both magic and evil and will detect as both. If entered it will follow the guidance of its passengers, moving under its own accord. It operates on hit points and will randomly drain 3 hit points per full turn of operation. Its speed is 15".

J. KRAKE'S BOROUGH- A once thriving community, now a city of ghouls. There are 100-150 ghouls occupying

Wilderness: Castle Krake & Slime Swamp

A NOTE TO THOSE READING THE DUNGEONEER FOR THE FIRST TIME: THIS IS THE SECOND OF A TWO PART ADVENTURE. THE MAP FOR THIS DUNGEON IS IN THE DUNGEONEER NO. 5 WHICH IS STILL AVAILABLE



KEY
 SWAMP
 FOREST
 QUICKSAND
 GRASS
 WATER

CHART ONE: Campaign map for Scum Swamp area, (once called "Krakeland Marsh"). It is now a desolate, semi-tropical area. It is rarely entered due to rumors of demons, undead and evil gods., that have left the area virtually unmolested by annoying villagers and pillaging heroic types. Ever since the appearance of the "Sky God's Footprint", (large crater), the area has gone from the location of a lonely baronic outpost to a foreboding place of ancient evil. It has been virtually unvisited by outsiders for almost 150 years. On this map are also some possible locations for adventures from previous issues of THE DUNGEONEER.

the city. They range around the swamp and raid nearby communities. While wandering in the swamp, one will encounter ghouls on two out of six chances on a regular encounter matrix. The ghouls are under the slavery/leadership of a type IV Demon who just keeps them around for laughs. They will bring all victims before him. He will most likely kill them.

TYPE IV DEMON: AC 4, move 9/12 58 hits to kill.

TREASURE: 7000 silver, 2000 gold, map to location of Merlins Garden, Scroll- read magic, ventriloquism, +1 shield, Dagger +1 +2 vs. Goblins and Kobolds.

The Demon abides in a small keep in the city proper. Most of the ghouls are in a large old tavern in the center of town. The small temple in the center area of the town is safe from both ghouls and Demon. Many times the Demon will not kill those that he captures, but instead will turn them over to the Evil High Priest for a reward of some type.

K.) THE GREY RIB (BRIDGE ACROSS THE RIVER). This bridge is made of a single long, grey stone, spanning the entire river. It resembles an old weathered rib bone, hence the name. The north end of it is usually guarded by 2-24 ghouls.

L.) MORAC'S SWARD (ANCIENT BATTLE GROUND) It is here the hero Morac defended the kingdom from invasion by demons and in doing so was killed valiantly.

M.) KRAKEBOROUGH TRAIL. A now overgrown cobblestone trail leading into the once thriving village. A great place for ambushes and wandering monsters.

N.) MERLIN'S GARDEN. This is a strange and mystical place that continually phases in and out of time. Sometimes it will be here and sometimes it will not. At other times it may be somewhere else in the swamp.

O.) THE FOUR LENS. Four reflecting pools of water. (How about someone writing up an adventure for this one?)

P.) F'CHELRAK'S TOMB

Q.) PHAROAH'S TOMB

R.) BORSHAK'S LAIR

S.) PLAZA OF THE DEAD This is a courtyard lying in between a small collection of tombs and crypts. The barons used to lease out space to wealthy nobles who wanted their burial spots in out of the way areas. Most of the crypts were later ransacked, either by the ruling class of Krake, the Ogres who took over, or by Cephalic's entourage of greedy hobgoblins. There will be a 30% chance of encountering some type of undead while in this area. If a ghoul is indicated on the wilderness encounter chart, then it will be a ghoul in the service of the Demon of Krakesborough.

NOTES ABOUT THE SWAMP: Roll encounters here as one would in a dungeon, using wilderness monsters however. There is a 40% chance that any wanderer encountered north of the Grey Rib River will be an Aquazombie. South of the river and in the village any wanderer encountered has a 30% chance of being a ghoul and a 10% chance of being an Aquazombie.

CEPHALIC THE UNWELL ...He is the one and only...ever...High Priest of the Slime god. He discovered the slime creature in the wreck of its space vehicle. Careful not to touch it, he brought it to the decaying grounds of Castle Krake. This was over a hundred years past. In the time between, he raised an army (small) of hobgoblins, discovered the caverns beneath the castle, raided most of the tombs, lured the harvestmen into one of the caverns with the Pipes of Caleb, Created the Ring of Slime Control and started a new religion, not to mention capturing a few townspeople and royalty for his sacrifices (resulting in Aquazombies). Not bad for one guy, huh? In the course of his labors he contracted a case of malaria that would not cure. (A curse from the true gods as punishment for his blasphemy). Thus he can usually be found sick abed (room 22). He has two powerful magic items: The Pipes of Caleb and the Ring of Slime Control. He also carries a +2 warhammer on his person.

CEPHALIC S-14, I-11, W-14, D-13, C-9, Ch-9. EHP 12th level. 34 hit points. If you play with pre-chosen Clerical spells (Which I don't), he will have the following:

PURIFY FOOD AND WATER	HOLD PERSON	REMOVE CURSE	STICKS TO SNAKES
DETECT GOOD	BLESS/CURSE	CURE DISEASE	CREATE WATER
CURE LT. WOUNDS	SPEAK W/ ANIMALS	SPEAK W/ DEAD	CURE SERIOUS WOUNDS
PROTECT. GOOD	SILENCE 15' R.	CONTINUAL LIGHT/ DARK	PROTECT. GOOD 10' R.
RAISE DEAD	INSECT PLAGUE	ANIMATE OBJECTS	Play this EHP as you would any other, keeping in mind his physical disabilities.
QUEST	COMMUNE		

THE SLIME GOD... Not really any type of diety, it is a communal creature of numerous slimey creatures. Together, as a being, they have an intelligence of 18. Apart they have no intelligence at all. It was enroute to colonize a new planet, when it encountered malfunctions and crashed into the swamp. All but the Slime god were vaporized in the holocaust that created the Sky God's Footprint (a huge crater in the swamp). Cephalic, a wandering priest found the creature and fell under the sway of its powerful hold person ability. He provided a place the creature could stay in and through religion, victims so that it could multiply. It eventually helped him create the ring of slime control. The ring actually worked as an extension of its own power over its slimey brethren. His powers are as follows: A -4 saving throw hold person ability, castable on any or many within 30' of it. The ability to affect living (usually intelligent) creatures with its own slime, no saving throw!! It has control over all slimey plants and animals with 600' and can summon them as per a Monster Summoning Spell, usable til all the slimey creatures within its range are gone. It can create a mental blast 3 times daily that will do damage to any who do not make a saving throw vs magic at -2.

A STAINED HISTORY

It is some 700 years gone, as men count the passing of time, that Kelmar of the Isles earned a reputation in battle. Enough of a reputation to be awarded a title and a tract of land. It was a title though, and even if he and his scions would be stuck in the middle of a swamp, it should be worth it. It wasn't. Kelmar's dreams of social advancement never bore fruit. He and his descendants all lived out their lives in the confines of Castle Krake. Some how and by some means the cistern, the castle, the crypts and the Devil's mere were all created during the lifetime of the 1st Baron. Seventeen of the line lived and were buried (though all not quite dead) in the depths of the catacombs beneath. It was during the reign of the 17th lord that the small army of Ogres attacked and destroyed much of the castle grounds and all its inhabitants, with the exception of a few females, kept around for sport. Their

major addition to the area (over a period of about 150 years) was to completely decimate the castle grounds, let the bridge go to ruins, let the cistern dry out, build a crypt complex of their own and discover the caverns. The Ogres began to disappear over a time and their whispered tales of ghosts and undead who haunted the castle grounds died with them, mysteriously. One night, not more than a century past, a bright light streaked across the heavens, rocking the earth as it impacted in the swamp. Days later, a wandering priest discovered the wreckage and was heard from no more, at least not for a few years. Strange things were a-happening in the swamp. Rumors of hobgoblins massing in the fens, and villagers disappearing in the swamp at night, strange, robed men asking directions to the castle, tales of huge monsters in the rivers and the appearance of large ogreish slime zombies soon helped to empty out what little population was left in Krake Borough.

After his discovery of the Slime god, the priest Cephalic, and his band of hired hobgoblins carved out the priest's quarters and the temple area in the lower caverns. With the pipes he discovered in a forsaken hut, he lured the foul Harvestmen in to the lair he had prepared for them. With The Ring, he brought in numerous slime creatures to the dark, dank caverns. Several clerics of ill favor joined him in his labors. The now ancient Evil High Priest of the new-named Slime god was ready to conquer the world with evil. It was then that the Malaria set, the Malaria that no cure disease spell could rid him of. The old man, unwilling to let his followers take over for him, sat around and waited for the disease to run its course. It never did. The true gods are resting easier, They want to see this foul blasphemy of a "god" destroyed once and for all, but are not really interested in doing it themselves. Thus they seek others to quest it for them.

CHART ONE: THE MAP OF CASTLE KRAKE AND THE SURROUNDING SWAMP

- A.) *The Gardens of Krake.* A small island, inhabited by an odd green Dragon named Hormath Fangtooth, an adult he would rather talk than fight. He has no treasure but he loves poetry. He has one book of verse written in lawful and he can not read it. He will ask any who can read to verbalize it for him. This is one way to secure his help at a later date. HORMATH (48 hits)
- B.) *The Baron's Road.* Leads directly but not safely to the capitol city (Its your campaign, you figure it out)
- C.) *Devil's Mere.* A large, man-made pond, occupied by an ancient monster. The creature is a water-going dinosaur known as an Elamosaurus (140 hits, AC 4, move 12, Dice 20D8, bite 4-32, butt 1-10. see Blackmoor) It is unintelligent and usually hungry (always). The creature has a total length of 40 ft and neck that is 25 ft long. It will attack until its appetite is sated (2-5 men types). The Mere itself is 300 to 350 feet deep, carved into the stone below and walled above. It is fed by many streams and springs. Fish and animal life is abundant around it.
- D.) *Castle Krake.* An ancient and fallen down castle. The walls are but shambles and only one building, a small tower remains intact. It is a tower that covers the entrance to the stair and tunnel that lead to the area behind room 13 on the first dungeon level. Guarding the tower is a ghost. He is Jarvit, 17th baron of Castle Krake, killed by the Ogres when they invaded. He is basically malevolent, taking an oath against all who came here binding himself to the castle grounds. If a group mentions that they are going to attack Cephalic he will not harm them. JARVIT: 60 hits 10D8 see TSR No. 3.
- E.) *The Cistern of Kelmar.* Built during his life time (no one really knows how or why) it contained the castle's supply of water, hid their dead and kept safe their treasure. It also made an interesting conversation piece.
- F.) *Krake Dam.* It is more to keep things in than just hold back water.
- G.) *The Sky God's Footprint.* A large Crater. Remains of the space ship may be found around it.
- I.) *The Skeletal Boat.* This is one of the few ways provided to get across the water. It appears to be the floating ribcage of some giant beast. It is both magic al and evil and will detect as both. If entered it will follow the guidance of its passengers moving under its own accord. It operates on hit points and will randomly drain 3 hits per full turn of operation. its speed is 15".

NOTES ABOUT THE SWAMP: Roll encounters here as one would in a dungeon, using wilderness monsters however. There is a 40% chance that any wanderer encountered will be a group of aquazombies who will capture rather than kill, taking victims for sacrifice to the Slime god.

CHART TWO: CROSS SECTION OF KELMAR'S CISTERN

- A.) *The waters of Devil's Mere.* Nuff said!!
- B.) *The Descending Stair.* This is a circular stair that leads downward to the base of the cistern. It is old and will most likely crumble and fall away into the pit below. Check every turn down to see if a) the stair has already crumbled away (15%) or b) the stair crumbles away as they walk down it (5% + additional 2% for every group member over 6 in number and an additional +1% for every member over man sized or just plain heavy. Discount 1% for every elf or hobbit.) Melee on the stairs will add an additional strain of +3% check every round. Roll 1-10 for length of fall area.
- C.) *The Harpies Lair.* Directly above the secret entrance into the crypts is a cave that lairs 2 harpies. (20, 24 hits)
- D.) *The entrance To the Crypts (secret door)* See chart III
- E.) *The great glop of Quick Mud.* See chart III

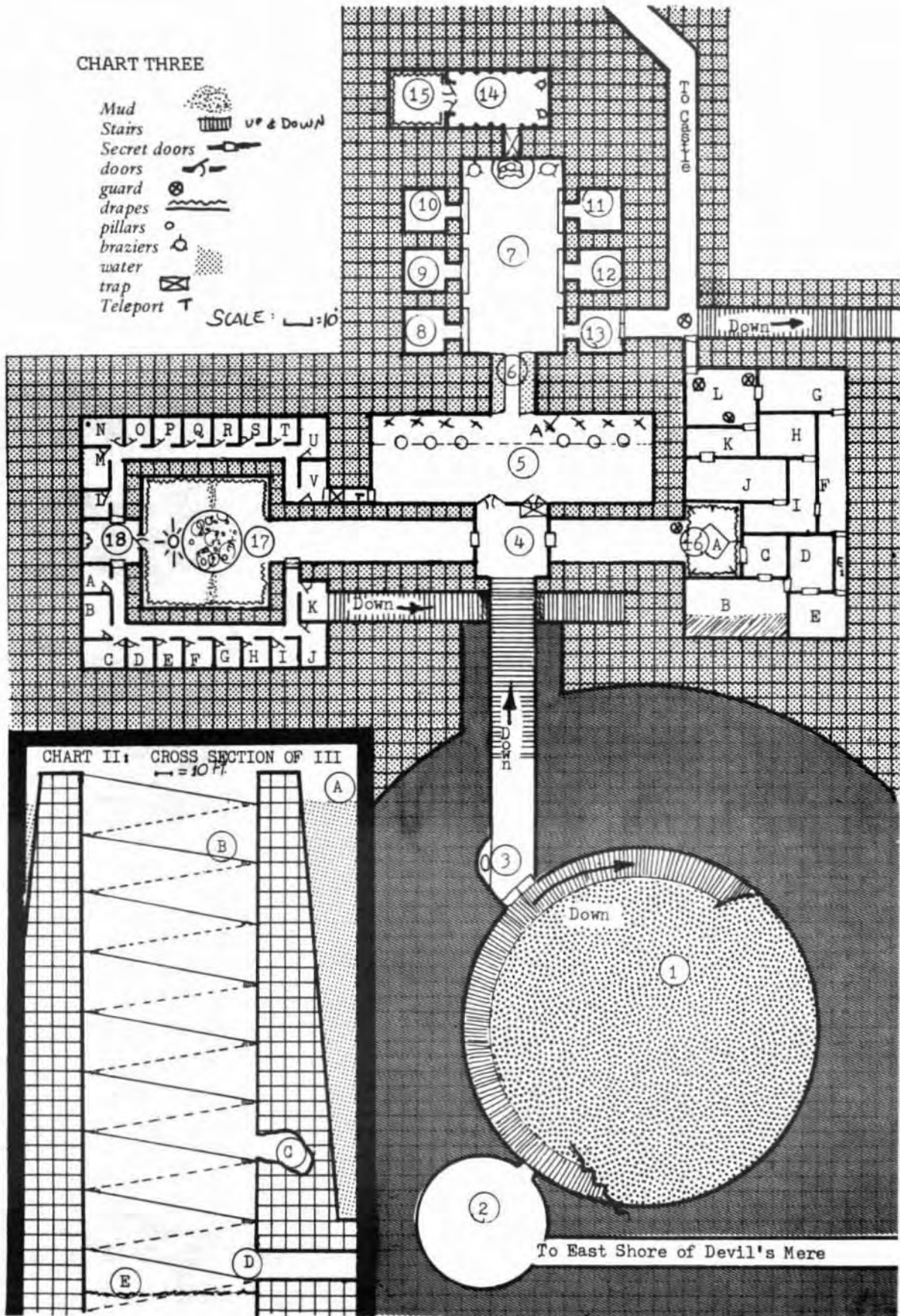
CHART THREE: THE KRAKE CRYPTS THE HOBGOB MAZE AND THE CISTERN'S BASE.

1. This is the base of the cistern. There is 10-12 feet of mud that has collected over the centuries. If one traverses it, there is a 20% chance of encountering a quicksand-like mud. Visible from where the stair enters the mud is the door to room 2. The door is all but covered by mud and is jammed partially open, but not enough to get through.
 2. This is the original treasure room of the Krakes. It is untouched only because the door caved in a little and the room filled with mud. In the east part of the wall is a door, hidden by mud that leads to the east shore of the Mere.
- TREASURE: 7 locked, heavy, rusty iron boxes. 6 are partially filled with small stones. the 7th contains 7 100gp diamonds, 7 100gp sapphires, 7 1000gp emeralds, 7 100gp rubies, 7 100gp pearls. Also included is a magic ruby that when struck sharply (dropped, banged rattled etc.) releases a 6 die laser beam. For direction, roll 1D8 for compass direction and 1D12 for elevation, i.e. straight up 45° up or horizontal or 45° down or straight down.

CHART THREE

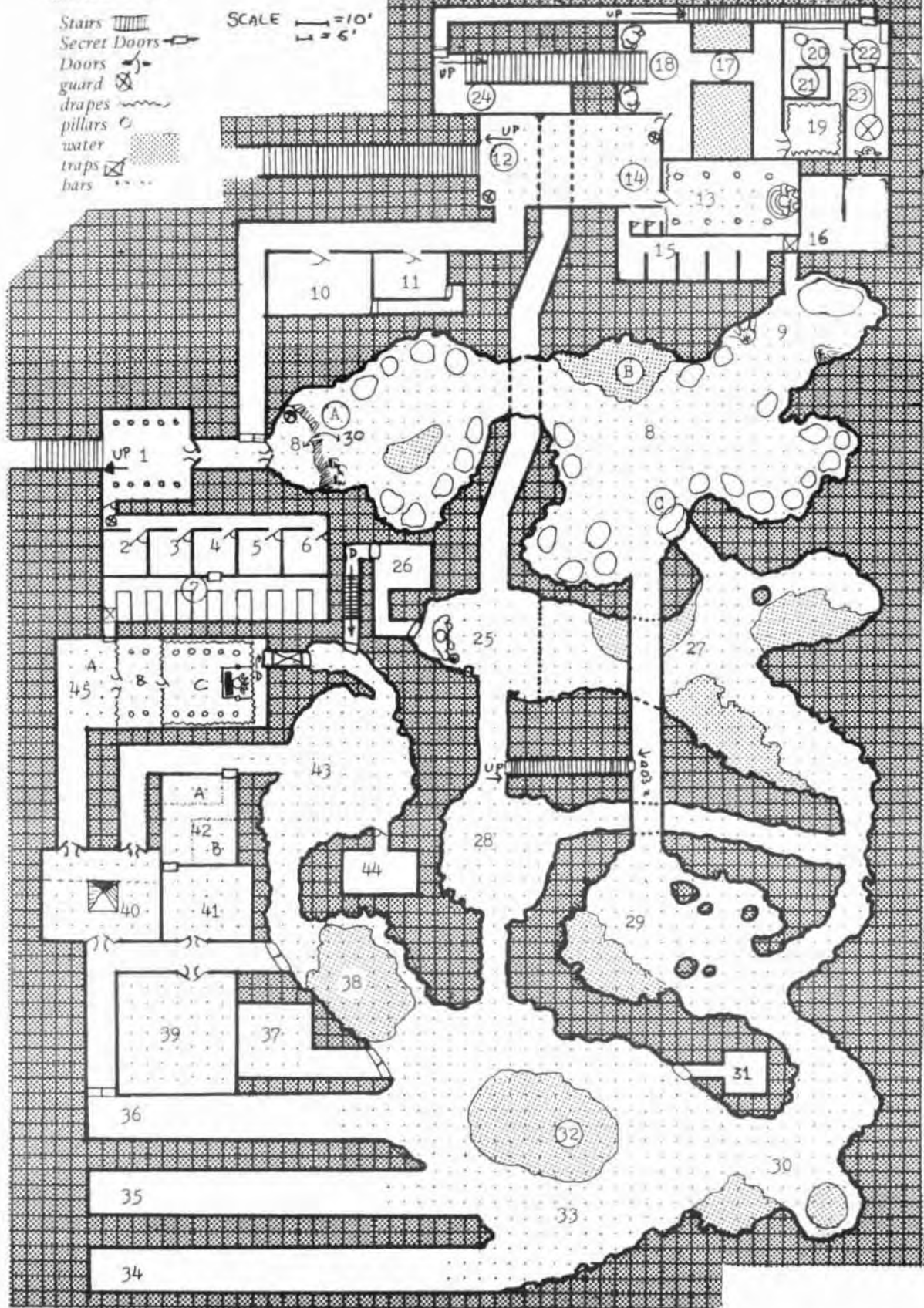


SCALE: 1" = 10'



The gem box also contains an amulet vs. crystal balls and ESP in a smaller case, and in an oiled case is a neutral sword, Shamansbane, +1, +3 vs. Clerics. Intelligence-2.
 3. Behind the locked, stone, secret doors is a ceremonial ablution basin, set in stone. Washing or drinking in the water will cause a repelling of undead as a Bishop (Cl 6). Water carried away becomes a potion of sleep (as spell).

CHART FOUR



4. A greenish tinged marble entryway. Walls are clammy damp. North wall has two sets of double doors. Right one has a 10 ft deep trap, opens as regular trap. East and west walls have secret doors. The west wall is magic-mouthed and goes off on an opening attempt. "Enter not the crypts of Krake, fools. By now you are dead men!" At this point it will give off a 1-4 pt damage electrical shock.

5. Hall or columns (o's) and statues (x's). Statues are of early Barons of Krake but are not labeled as such. The one marked "A", if approached within 5' will seem to become a ghost like apparition of the statue and lead the party to the lair of the harvestmen. It

is actually Shien-eth Moran, a Will O' Wisp (AC -8, move 18, 9D8, 49 hits . For its treasure, see 1st level room 18v.

6. A charmed giant octopus (AC 7, 4D8, 15 hits, 8 attacks, see Blackmoor). It is immortal to the effects of age, guarding the passage way by snatching the unwary from the narrow bridge. Beneath they are either crushed or drowned. Lying on the bottom (40 ft from the surface) is a 1000 gp ruby.

7. This is the chapel for the crypts. A fat god statue presides the chambers. It is carved of limestone. It looks as though many gems have been pried from it. Two braziers flank it.. They are of iron and look to have been used recently. Walls are of marble and the floor is of pieced granite. Crypts are hidden behind the huge mausoleum tablets containing the names of the dead inside. From the outside, they open by a secret catch (findable as a secret door, no elf bonuses) on the right side of each large stone. From the inside, with the exception of 13, the crypts do not open, period.

8. Crypt of Belphegag, 2nd Baron of Castle Krake. Tomb has been ransacked so that all that remains is the dessicated corpse and about 1000 copper pieces strewn about the floor.

9. Crypt of Drefus the 1st, 3rd Baron of Krake and his wife Thella. Crypt is devoid of treasure. All that is in the room are two corpses and insults about royalty written on the wall in hobgoblin.

10. Tomb of Drefus II, 4th baron. Crypt is completely empty, no corpse or treasure.

11. Crypt of Hammack Fel, 5th Baron of Krake and his 3 children Chiris, Melda and Drefus III. Drefus is a ghoulish who lives (barely) on an occasional captured rat or two. The bones of his family are strewn about and gnawed on. There are 5 sets of skeletons (2 hobgobs have bought it here). Treasure lies about on the floor. 3000cp; 10 100gp topazes; 13 10gp garnets; a leather, silver studded sheath, 1200gp; Topaz and copper pendant, 1100gp; Obsidian, 900gp; carved Ivory buckle, 4000gp; Enameled silver bracers, 3000gp; and a gold earring, 6000gp.

12. Crypt of Drefus IV, 6th Baron of Krake. He and two hobgoblins are now wights. (AC 5, move 9, HD 3D8, 10, 18, 18 hits). A large locked and poison pinned box (as a 3rd level circumscribes Poison I) contains 4000cp. Also a map, locating the construction of the new crypts (room 18 a-v).

13. Crypt of Drefus V, 7th Baron. All his burial furnishings have been removed to make the room an entryway into the next level. All that remains of this Baron is a pile of bones in the corner. His spirit hangs about the room and telepathically suggests to a single party member that the remains should be re-interred in an empty crypt. If this is not done immediately, the spirit will haunt that member, lowering all his saving throws, attacks, and defenses in melee by one point. If the player gets rattled by the spirit's constant annoyance, lower all rolls by two. If the character dies, the spirit picks a new victim. The east wall of the room has two secret doors, known to the hobgobs and priests and also to the spirit. As a bonus to those who inter the ectoplasmic one, he will grant the group or individual a limited wish. The spirit can not be seen or detected in any way.

14. If one can move the fat god aside (100 strength points) the entrance to the crypt of the 1st Baron will be assayed. The short hall is also a trap that will open when weight is applied and then snaps shut for 2 full turns, unopenable. The room is the 1st compartment of the crypt proper. On either side of the door to room 15 is an Umber Hulk, geared to protect the crypt and then placed in a stasis field (permanent time stop in one area) that would release them if the door was opened to the room (14). Once their victims are destroyed, they will return to the stasis field to await future attacks. Once the stasis fields are reactivated by their return, the statue of the fat god will slide into place again. However, now it takes 200 strength points to move. In the right hulk's niche is a lawful sword, +1. +3 vs. slimey creatures. Umber Hulks (AC 2, move 6, Hd 8D8, 52, 46 hits). The room itself is of polished pink marble, walls set every 5' with a column of white marble. East end has a bas-relief sculpture of 1st Baron on the wall, flanked by two golden braziers (500gp each). West wall has door to crypt proper. Writing on it states: Here lies Kelmar Krake, Baron of the swamp province, may he rest undisturbed until time's end."

15. Final resting place of Kelmar Krake, 1st Baron of the Name. He is a corpse, lying in state on a pedastle at the rear of the room. Upon his chest, he appears to hold a locked steel box. Inside the box are two potions. 1) Invisibility, 5 blue pills in a translucent, cut-glass bottle. 2) Human control: 9 yellow pills in a transparent glass jar. In a secret compartment in the base of the box is a Libram of Exalted Deeds (C1). In 5 boxes at the base of the pedastle are 1000 cp. (total 5000cp.) In 6 boxes, 3 on both north and south walls are the jumbled remains of a skeleton (human) in each, along with chainmail, a broken sword and shatter shield (in each). The boxes cannot be broken, dumped or the contents scattered. If the box containing the potions is lifted or opened, the skeletons spring into full being. They are armed in chain and shield and are hasted, taking 8 hit points each. They attack immediately. The drapes in the room are acid-proof. On the floor is a dead thief. In his hands, he holds a map of the directions to the treasure of the Krakes (1st level, rm 2)

16. The east secret door from room 4 leads to what is known as the maze of the hobgoblins. Whilst wandering through unoccupied rooms of this maze, encounters with hobgoblins will be frequent, that is two chances in 6 per turn. Each room is a different color and of a different temperature. All the inter-room doors are secret.

A.) The entire room is red and 70° Fahrenheit. The walls are draped in red velvet curtains. A pentagram is inscribed on the floor in glowing green lines. If it is crossed,

- 1-5 of the walking wet will be teleported into the room at the pentagram's corners.
- B.) The entire room is bright orange. The walls are glowing hot and will give out 1 pt. of damage if touched. The temperature in the room is 190° F. The room is also very steamy, visibility is less than 5'. There is a 7.5' wide trench along the back wall of the room. Because of the steam, normal humans and most all creatures over 5' in height will not set it because of the steam. There is also a silence spell on the trench area, so that it negates all noise. The pit is 20 ft deep. At the base of the pit are the long dead bodies of a fighting man in +1 rusty chainmail and a magic user with an artillery scroll containing two lightning bolts and a fireball.
- C.) The room is red-orange, temperature 120° F. The walls are about 50 degrees warmer. There is nothing unusual about the room outside of this.
- D.) The room is yellow orange, temperature 100°. Walls will quiver when touched, recoil when struck, and bleed a yellow-orange ichor if wounded. A is 2. If the ichor comes in contact with human flesh, it will do 1-10 points of damage. After 3 melee rounds, pieces will fall off the walls and form into human-like monsters equal to Ogres. A total of 4 will be formed, one for each wall and will not cease attacking til destroyed. Wall-Ogres: (AC-2, move 9, HD 4D8, 32 hits each, damage- 1-10 2 attacks).
- E.) This room is yellow, temp. 70° F. The south wall looks like a yellow mold. It actually is not. If contact is made with it, that person will be immune to the effects of any slime or mold creature for 2 game days.
- E1.) A carrion crawler hangs above the south entrance to short hallway. It will drop at random on one of the 1st 4 to enter. The hallway is yellow - green in color, temperature 60° F. The north door is locked with a -20% chance on Thievish opening, due to complexity. Carrion Crawler (Ac 3/7, move 12, HD 3D8 +1, 19 hits.)
- F.) The color of this hall is green, temperature 50° F. This is the hall of the Slain. Every member of the party will be attacked by 1-5 shadow-creatures (see illusionists) of the creature he/she most recently killed. Characters who have killed nothing may ignore the room's effects.
- G.) The color of this room is blue-green. The temperature is 30° F. The room is empty, but there is a blue mist wafting about the room at knee level. A magic mouth states: "Fools you're dead now! The poisonous gas has killed you. You have only seconds to live! Isn't that funny? Ha Ha Ha Ha Ha Ha etc."
- H.) This room is blue violet in color, Temperature is about 40° because of the fire. If the fire goes out, it drops to 20°. The walls are hung with furs and tapestries to make an attempt at warmth. The furnishings are feminine. There is a large fur covered bed, a dresser, a fireplace, a table with 6 chairs, a vanity table and a mirror. The occupant is Jahalla a Circean Conjuress (Ci 3). (See The Dun. #2). She is mistress to Cephalic the EHP. She will not tell you that she is a Circean or has magic powers, just that she is a mistress. She is dressed quite warmly. She will try to charm, either by natural ability or by potion or spell, mostly male party members and get them to kill the EHP, bringing to her the Pipes of Caleb and The Ring of Slime Control. If attacked she will turn invisible and try to escape rather than fight. As a form of reward she will promise certain carnal pleasures. There is a minor chance that she will fall for a male member of a party. Roll at random for player and then, on a D20 roll character's charisma -12 to determine whether she becomes overtly interested in that party member. Spells: Magic Missiles, Charm Person, and Invisibility. Potions: Poison I, Aphrodisiac, Sleep. She will try to invite a group in for tea and then sleep the women and charm the men. As treasure, she has a 1000gp ruby amulet around her neck, a 600gp gold ring, 2000gp diamond ear rings and a hobgoblin shield hidden under her bed and her book of spells and potions is in a secret compartment in the main drawer of her vanity. She has all the 1st and 2nd level spells listed in GH and only the potions listed above. Jahalla: S-9, I-17, W-10, D-14, C-9, Ch-17, AC- 9, move 9, HD 3D4, Hits 11. Alignment is Chaotic. She has long blonde hair and light skin, green eyes, red lips etc.
- I.) This room is cold!!! The floor is icy and there is a Dex-10 roll on a D20 chance of slipping. Walls exude cold and if touched will give off one hit point of damage. The room is blue in color, the temperature is -20° F. There is a 20mph wind blowing.
- J.) The color of this room is violet, the temperature 50° F. The walls are wet and drip a violet slime to the floor. The room stinks and there is a chance of complete nausea on the part of one entering the room, saving throw against poison or lose stomach contents. The slime is harmless, but contact with it will give smelling monsters a warning of your coming.
- K.) A red-violet room, temperature is 70° F. The room is normal and empty.
- L.) Room is red and 90° F. Always 3 hot hobs on guard here.
- 17.) This draped room is the entry hall to the second crypt of the Krakes. It was created a century or so after the first one. After it was constructed, a powerful wizard in the employ of the family summoned several powerful fiery entities and entrapped them in the magical fire pool he had created. The pool contains 4 Salamanders. They will guard the room from any who may try to cross into the tombs (exceptions are the hobgoblins with their shields and the EHP.) The dotted area is a force field that none may pass through, even with a Holy Sword or a dispel magic spell. However, one may cross over the lava pit (their are ways) or one may pass behind the curtains to the other side. Any voices spoken on the east side of the pit will attract the attention of the Salamanders. Also, trying to cross to the other side will invigorate them to combat, but they will usually not fight further than 15' from the edge of the lava pit. The sunburst on the east side is a safe zone. Usually, only one Salamandre will attack at a time while the others stay submerged.

Standing on the sunburst and reading aloud the runes inscribed in chaotic will summon up one of the creatures from the pit. "O creature from Hell, O fiend of fiery evil! I summon you to give me answer to my queries!" This will bring to the surface a single Salamandre who will answer a single question as per a commune spell. This may be done up to twice. The third time will bring all the remaining Salamandres into a no holds barred battle with whomever is on the surface, fighting until the death of either party is brought about. SALAMANDRES: AC 3/1, move 9, HD 7D8 +1, Hits 28, 36, 35, 41. The door to room 18 is solid stone (300 hit points AC 1) and will not open by any ordinary means. However, approximately 5 ft off the ground is a verticle chink in the stone behind the drapes. Thrusting a dagger or sword in the chink will cause the stone to raise vertically.

18.) The chapel of the 2nd crypt complex. There is a hawk visaged god image presiding over the room. In front of it is a small box 1'x1'x4'. Inside it are 200 small gems, about 150 of which are glass. The remaining 50 are worth 10gp each. At the bottom of the box is a dingey old scabbard. It actually is magic and has a human intelligence equivalent to 18. It acts as a 86-90% sage with a female personality. It will fall in love with the first lawful/neutral sword that it encounters. (Think of the fun you can have with this!) It or she speaks Law, Neutral, Gold Dragon, Lammasu, Shedu, Gnome, Elf and Dwarf.

There are secret doors in the north and south walls. The only way back into room 17 is to take one of the human bones out of the box just to the right of the door and place it into the black carved mouth on the door. A chewing sound will be heard and the door will rise. Any hands or other parts of the body placed in there will be bitten off and eaten. The door will then rise.

A.) Crypt of the 8th Baron of Krake, Belphegad II. His tomb has been looted of all valuables. The corpse is intact.

B.) Tomb of Korfus, brother of Drefus V (the haunting spirit of room 13) There are a few coppers scattered about the floor. The head of the corpse is missing.

C.) Crypt of Kelmarvod Bloodletter, the 9th Baron. The crypt is devoid of treasure and the head of the corpse is definitely not there.

D.) The room is the crypt of the family of the 9th Baron (Kelmarvod). They are now all headless, living skeletons that each take 6 hits. There are 5 of them. Nulla, Kisvod, Helmarvod, Chem, and his wife Ailassa.

E.) The tomb of Keliss, Baroness of Castle Krake. She too lacks a head. The tomb is ransacked.

F.) The Crypt of Kormor, 10th Baron. He too is a wandering spirit and will try to possess the body of any who enter. He will then take his new body to single combat with the EHP. His corpse is missing its skull and there is no treasure in his crypt.

H.) Family of the 11th Baron. There are 3 headless corpses in the corner. names are Marthel, Korus and Fan.

I.) Crypt of Thelmus, 12th Baron of Krake. The crypt is empty.

J.) The crypt of the family of the 12th Baron. This room has been converted into the living quarters of Gerdam, a 5th level insane fighting man. He always wears plate mail and shield and is guarded by Poco, his 2nd level Orc squire. Just opposite the door is a shelf with 16 heads or skulls sitting on it. (Now we know where all the heads have been disappearing to) Gerdam has a +1 sword (chaotic, Int-7 ego-5 notes shifting walls and rooms.) Poco has a short sword and a dagger with the power to animate objects as per the Clerical spell, usable 2/day, 31 charges. He also carries a short wand that looks magical. He will use the dagger to animate the skulls (AC 4, move 12, hits 3, damage 1-3 bite.) which will then fly and attack intruders. GERDAM: AC 0, S-15, I-11, W-13, D-16, C-9 Ch-13, HD 5D8, 30 hits.) Poco wears chainmail AC 5, S 17, I-10, W-14, D-9, C-14, Ch-5, HD 2D8, hits 10. Treasure is on the person of Gerdam: 2 100gp rubies, a 500gp diamond and a 5000gp sapphire. They are hidden in a secret compartment in his belt buckle.

L.) The Crypt of the 14th Baron, Heironomous Box. The corpse is half eaten. The treasure is nil with the exception of about 100sp strewn about the floor. An old parchment in one corner of the room has the following inscribed upon it in neutral: "Seek ye lower? Find ye the 5th or 6th of the Name."

K.) The Crypt of the 13th Baron, Drefus VI. This room has an illusionary back wall and appears to be empty. It is actually the entryway down to the next level. The secret door from the hallway into 17 is known only to the EHP and his servitors.

M.) The door to this room is Wiz-locked. (8th level MU) It is the crypt of Drefus VII, 15th Baron. The late lord is laid out in state with a sword clutched tightly in his dead hand. The sword is Scorse, -2 Cursed blade, Int 8, Ego 1, Neutral, Detects magic and traps. His pillow is a red +1 cloak of protection. In a box are 8 scrolls. All are sealed in wax with the signet of the Krakes. 7 scrolls are of burial procedure, the 8th is magical: Invisibility, Mirror Image, Knock, Animate Dead, Detect Evil, Polymorph self, Remove Curse. In a small bag beside the corpse are 6 gems: 4 100gp matched carnelians, a 50gp garnet, and a 500gp emerald.

N.) Family of the 15th Baron. There are 4 wights in this room. The door has been bricked shut. To get in the bricks must be removed. Wights (10, 11, 13, 16, hits) In a hidden hole in the floor are 4000cp covering 2000gp covering 3 1000 gp emeralds and a set of man sized plate and shield +1.

O.) The crypt of the 16th Baron, Chalmers the Holy. His crypt is empty and the bones lying around look gnawed on. The walls have religious symbols upon them.

P.) The crypt of Jarvit, the 17th Baron of Castle Krake (also the last. It is his ghost that wanders the grounds above the crypts.)

Q') Empty and unused S.) Empty and unused

R.) Empty and unused T.) Empty and unused

U.) Unused, but it is now the lair of ghouls. Five are in this room (6, 5, 12, 10, 9)

V.) Unused, and more ghouls in this room. 6 to be exact. (13, 7, 11, 13, 6, 12.) Lying under a pile of refuse is a pit containing 7000sp, 4000gp, 3000cp. In the south portion of the east wall is a secret door that is detectable only on a roll of 1 even to elves! Behind it is a secret passage that leads to room 5. The first 5 feet of the hall has a false floor. Beneath it is hidden the treasure of the Will O' Wisp (see room 5). It consists of 2000sp, a scroll of protection from Lycanthropes, a potion of diminuation- 4 doses of a musty tasting, yellow liquid in a sealed green gourd. Also a potion of longevity, 6 doses of a salty gold liquid in a pink wooden bottle. A small locked box (poison pin-3D8 of damage) containing 18 gems- 3 500gp rubies, 6 500gp pearls, 6 100gp topazes, 3 100gp sapphires. The last 5 ft of the corridor is a teleport trap. It will transport 1-3 persons (once only per day) to the lowest level, right on top of the No. 33.

MENTAL BLAST- Make saving throw- stunned for 3 melee rounds

Miss saving throw- roll 1D20.

1-10: Unconsciousness til roused	16-17: above, but 1-6 pts.
11-15: Above +1-4 points damage	18-19: above, but 1-8 pts.
	20: above, but 1-10 pts and insanity.

The slime god is spherical, about 2½ ft across, greenish-gray in color, appears to be continually squirming. It takes 50 hit points (6D8 +2) has an armor class of 9 and communicates telepathically. It is chaotic in alignment, moves at a rate of 1".

THE HOBGOBLINS... These are the hirelings of Cephalic. They have been here almost as long as he has. They will be found wandering around the upper levels and in the middle levels, rooms 1-6, 8, 12, 13, 14, and on the lowest levels only in the company of the EHP. At the present there are 30 hobgoblins. 28 are normal hobgobs and 2 are 4th level fighters. The two high levels are the hobgoblin leader, Norb Grendath: S-17, I-8, W-9, D-15, C-10, Ch-12, AC-1, Plate and shield, sword, 5000gp gold ring, carved like a dragon. (21 hits) move-6. Harmon- hobgoblin lieutenant- S-15, I-9, W-7, D-12, C-13, Ch-9, AC-4, Chain and shield, carries a mace. He is intensely loyal to both Cephalic and Norb. Each hobgoblin carries 10 gp on his person. Hobgobs- 2D8 (10-16 hits). All the hobgobs carry a shield with emblem of The Slime god on it. (a gray green irregular circle.). This shield will give the bearer relative safety from most denizens of the hobgoblin maze and from Aquazombies.

THE ABOVE TEXT ON THIS PAGE SHOULD BE INSERTED BEFORE 'THE STAINED HISTORY'
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CHART FOUR:

BARRACKS OF THE HOBGOBLINS; APARTMENTS OF THE PRIESTS AND THE UPPER CAVERNS (1-24)

- 1.) Originally a ceremonial room for the taking of human sacrifices to the caverns of the Harvestmen. It is now empty of its original furnishings. All that remain are the 1 ft diameter pillars spaced every 5 ft along the walls. The south entrance leads to what originally were tombs of the priest cult that was here before the Slime God came.
- 2.) These are the barracks of the Hobgoblins. This room has living arrangements for 7 hob gobs. Under one of the beds is a box containing 100 gp. Opening this box will curse a person to have a -2 saving throw against everything. There is a 40% chance that from 1-3 Hobgoblins will be in.
- 3-5.) The same as room 2. (except for treasure.) There is a secret door behind a cabinet in room 4.
- 6.) This is the abode of Norb and Harmon, the Hero Hobgoblins (there fighting ability is equal to that of a human hero.). There is a box of 200gp in a hole under the bed of Harmon. On the walls are various shields and weapons.
- 7.) The crypt of a later generation of rulers of Krake Castle, the family Srchus, a group of Ogres who were a little advanced above the average Ogre. In this room are 7, eight foot tall living skeletons. Each of the skeletons takes 2D8 hit dice. (Hits are 14, 11, 12, 7, 11, 6, 7, 3) Encased in the skull of one of the skeletons is a nauseating smelling potion of Gaseous form. There are 9 doses of this pink bubbly liquid in a translucent cut crystal bottle. In the southwest corner of the room is a trap that leads to the lair of the Slime God.
- 8.) This is the lair of the Harvestmen. There are 26 shallow hole lairs and 26 of the foul creatures. Several pools of water dot the cavern floor. Roll hit dice for each individual creature. They will be found only in this particular cavern. If a commotion is made anywhere in the cavern, they will congregate around it, and usually eat it.
 - A.) This is a 30 ft cliff. Harvest men cannot climb up it. A rope ladder is secured to the top of the cliff.
 - B.) The pool of Horzak. It will randomly reflect the interior of any room in the entire complex if something of value is thrown in. Jumping into the pool while the image is visible will result in transport to that room. However, the image will then vanish.
 - C.) A shaft that leads down to the next level, to room or cavern 27, the lair of the walking wet. The shaft itself is slippery wet and can not be climbed back up without spikes. The harvestmen avoid this area as they have no desire to tangle with the Aquazombies.
- 9.) The Lair of the Harvest Mother! AC4, HD: 8D8. 45 hits. She will defend the two egg sacs that are hanging from the ceiling. She will also use a full strength web spell up to 4 times per day. The egg sacs contain 100 eggs each. She does double normal Harvestman damage (See THE DUNGEONEER No. 5) She guards a silver +1 sword that does no damage but instead, adds hit points to the creature being attacked (1D8).
- 10.) The laboratory of Kastor N. Pahlucks. The resident spell worker. (K: N. Pahlucks- S 12, I 17, W 11, D 11, C 13, Ch 10. 7th level Neutral enchanter. Ready spells- Charm person, Ch. persqn, sleep, read magic, invisibility, web, magic mouth, knock, hold person, haste, fireball, polymorph others.) He wears a short, blue tunic and a black vest. He is a young man. He is also served by an ugly (See The Dungeoneer No. 1) Named Fritz (S 17, I 5, W 12, D 15, C-14 Ch 4.....AC 6, 3D8 (18 hits)) If his master is killed or captured, Fritz runs for the nearest help. On the person of Kastor is his wand of magic detection, a ring of human control and an amulet vs. crystal balls and ESP. The door to this room is magic mouthed and wizard locked. Magic mouth yells "Help!! Help!! Somebody's tryin' ta break in! Boss... Help!! Help!! Hey you Hobgoblins.... save me... theyre gonna break me down." The door then appears to open and a quaint little old lady looks out and says "I'm sorry little boys, but Halloween isn't until October. Run along and play now." The door then closes. Kastor is working on trying to distil the disease/slime that causes Aquazombies. He has 3 Aquazombies in a cage. His workbench is covered with distilling equipment, 2 large flasks (indistinguishable from a potion) contain essence of Aquazombie. Drinking the stuff should be treated as a no saving throw Aquazombie touch. Kastor is not above fireballing his workshop, if necessary. Only he knows of the secret doors into his living quarters.
- 11.) The door to this room is merely wizard-locked. The cubicle is Kastors living quarters. Very modest accommodations they are indeed. Cot, desk with personal papers, chair, chest of drawers, (bottom drawer has a secret compartment containing his magic codexes. Each book is wizard locked and explosive runes are written upon them. 1st level book: GH No.'s 1, 2, 3, 5, 6, 7, 9, 10, 11.. 2nd level book: GH No.'s 1, 2, 3, 5, 6, 10, 11, 13, 14, 15, 16.; 3rd level book: GH No.'s All. 4th level book: GH No.'s 2, 3, 4, 5, 6, 7, 8, 9, 10, 15, 16.. Each book is bound in iron.) 200 silver pieces are in a box under the bed. The secret passage has bats in it that fly at intruders.
- 12.) Troop Muster room of the hobgoblin guard. Two hobgoblins are always on guard at the x'ed points. On a roll of 10%, 75% of all the hobgoblins will be standing in formation here. (full armor and weapons at ready). At least one of the EHP's acolytes will be reviewing the troops. The stairs at the west end of the room lead up to room 13 on the map of the 1st level area.
- 13.) Acolytes chapel of the Slime god. This room has 8 pillars, curtains on the west wall, and marble statue of the slime god. Scented incense burns in here that will slow melee combat of those not used to it down to 1 blow for every two melee rounds. The door to this room is always locked. Keys to it are held by Norb the Hobgoblin, Cephalic the Unwell, and each of the acolytes. Jahalla the Circean (Map 1, room 16H, THE DUNGEONEER No. 5) also has the key to this room and to rooms 18 and 19.
- 14.) A peek hole (visible only if looked for) in the acolytes' living area into the muster hall.
- 15.) Living cells for clerics of the Slime God. 2 small closets contain heavy worship robes that contain a chemical Aquazombie repellent. They smell horrible (mediciny). Green in color with a slimey starburst emblazoned on the chest. They will repel up to 2D6 of Aqua-

zombies. Two robes is 4D6 and so on. (Worn by separate persons. There are 10 robes, 2 will not repel the Walking Wet.

SIMON OF GARTH: Lead acolyte is an Evil Curate (Cl 5, 21 hits, AC 7 carries mace under robes) He is not necessarily completely loyal to Cephalic the Unwell and is waiting for the old geezer to kick off. S-16, I-11, W-9, D-11, C-10, Ch-10. spells- cause Lt. Wounds, Silence, Hold Person.

PREDO: S-11, I-9, W-11, D-13, C-14, Ch-8 CL 4, AC 7, weapon: Mace, spells: Cause Lt. Wounds, Cause Lt Wounds Hold Person

CHHRURED SCUD: S-11, I-11 W-11 D-8 C-10, Ch-10 CL 2, AC 7, weapon: Mace, spells: Darkness

FREM: S-13 I-13, W-10, D-11, C-12, Ch-6, CL 2, AC 7, weapon: Mace, spells: Cause Lt. Wounds

HAROLD: S-7, I-14, W-15, D-12, C-11, Ch-9. CL 4, AC 7, weapon: Club, spells: Darkness, Curse, Prot. from Good.

These five men are usually either in their own room complex (13-15-16) or with EHP in his rooms or on some journey into the lower caverns with him. Each of the living cells contains a cot, a candle, a box for personal effects and a small table and chair.

16.) This is the food eating and preparation area. A trap door drops into the lair of the Harvest Mother. The trap activates on a roll of 1-4 (D6) Tap first to avoid opening.

17.) Bridge to EHP's quarters. Unless passer over drops in a pebble (known to acolytes, Jahalla and Hobgob leaders), the Giant octopus in the still pool below will reach up and attack, within 20 seconds. (Octopus- 5D8, AC 7, 24 hits, 1-6 tentacle attack, 1D6 damage each. Beak does 1-10 damage.) In the dark water's basin. . . approximately 30 ft below lies its long accumulated treasure: 3000 electrum pieces (= 1500 gp.) 36 pieces of jewelry, buried in the mud value approximately 94,000 gp if you can find it. Bottom is also covered with many, many pebbles. In a sealed box on the bottom is a matched set of 12 50 gp bloodstones.

18.) Stair down to Lower caverns. This whole area is guarded by two giant (9 ft tall) stone statues of heavy set men. Both have preset animate object spells on them, lacking but a single word to complete, speaking the word once animates the right hand statue. Speaking the word again animates the left statue. (statues AC 1, Move 30 ft, 2-16 points damage every other melee round, 5D8 each, 40 hits.) They will fight until destroyed or end of spell (6 turns.)

19.) This is the entry way/room to Cephalic's quarters. Room is draped in yellow/green velvet curtain, all about the room except in front of the door to room 18. A thin voice states "What business have you with the all wise Cephalic, High Priest of the One True God?" A reply will bring the words "Wait here and I will bear your request." The voice is that of Shorpie, Cephalic's goblin in waiting (5hp.) He will run messages for the EHP all throughout the dungeon. Shorpie is a magic mutation and can not be detected by any means unless he wishes to be so detected. He does not attack. (remember, he is not invisible, just undetectable, smell, hearing sight, magic included.)

20.) Small audience, conference room. Round table, 5 chairs. Acoustics permit anything said in here to be heard in room 22. Grey painted walls with strange runes chalked randomly about.. in bright colors. Staring at them will hypnotize the viewer for 3 turns.

21.) Small kitchen Area. (foodstuffs for one person for eight weeks). Magic: A +1 Can-opener and cans of food. (Described as: strange, squat sealed, metal tubes, coated with parchment that has strange runes and pictures of exotic foods, i.e. Campbell's Tomato Soup, Delmonte Cling Peaches, Applesauce, etc.) A small constantly smoking Hibachi type grill is in here. A small dimension door is placed in the ceiling to let the smoke out. The smoke apparently disappears into nowhere at the ceiling. The door leads to a large industrial chimney on the edge of Los Angeles, California, USA. (Where do you think the cans came from?)

22.) Sleeping Quarters of Cephalic the Unwell. A cot in the corner is covered with many, many warm blankets. A fireplace in the Southeast corner radiates heat from no visible source. (Room temperature is about 75° F.) Shelves on the wall contain worthless but smelly jars of salves, ointments and herbs. Also are 3 books of home cures and a book labeled "Herbs for Healing." Under his cot mattress are several copies of PLAYBOY. (Jan 1977, March 1977, and Sept 1977). A small strong box is upon the shelf with a spell on it to disguise it as two book ends with very dull looking books in between. It contains \$500 in American paper currency and some loose American change. Walls are hung with heavy tapestry. Scenes of foliage and tropical trees. Secret doors, (unlocked) are in North and south walls.

23.) Evil High Priest's Chapel of the Slime god. Walls are black. Room contains granite statue of Slime god at south end. X denotes a teleport spot that will take person(s) to Room 45B. A red Carpet leads up to the statue. As a person enters the teleport area, He will be phantasmally forced into believing the floor has opened up and walls have risen up around him. by the time he is in 45B he will have either disbelieved them or touched them. Either way he is still in 45B

24.) Noise of blowing wind through this corridor. A quiet dripping noise comes from no where and everywhere at once. After the space of 2 minutes, a phantom will walk out of one of the walls of the corridor and appear to walk into the one opposite it. This will occur every 2 minutes that the person or group is in this corridor. Just before coming to the end of the corridor, the phantom, who by the way is of a very handsome young woman, will stop.... look at the group. . . grin and appear to rot away into an Aquazombie and then decay into a pile of dust. At this point a chill wind will be felt. or imagined.

25.) The Cavern Hall of Challus the living statue guardian of the lower depths. He appears to be an 11 foot tall Armored Knight made of solid granite. Behind his visor appear to be glowing fiery red eyes. Anyone below 5th level will be Paralyzed with fear by his hellish gaze. He carries a stone sword that appears to have no blade of stone but instead one of living fire. It will strike for 2D8 of damage (fire damage to anything flammable) and if used to parry an attack it would be treated as gremlin fire (See THE DUNGEONEER No. 1). Although he really appears to be nasty, he does have a few certain drawbacks. He is forced to obey 6 simple commands, regardless of who utters them. HALT, LEFT, RIGHT, TURN AROUND, WALK, ATTACK are the commands. He carries a 6 ft tall shield of stone that weighs only 100 encumbrance points and that when set on its edge and rapped upon becomes as a stone wall spell. Once Challus is dead, his sword no longer will function, since the demon that powers it is released. CHALLUS (AC 0, 60 hit pts, 2-16 pts damage plus paralyzation of those below 5th level and -1 hit probability of those 5th and 6th level.)

A secret door is behind the statue. A slight mist hovers up to 2 feet above the ground, thickening greatly towards rooms/caverns 27 and 28. A row of bars separates 25 from 27. The bars are 25 ft tall and banded together at the top. The ceilings in the caverns range from 30 to 80 ft, usually.

26.) To all appearances this is a crypt, being dusty, cold and empty. Six coffins are stacked horizontally against the East wall. All contain dead, mummified human figures. However, one contains wrapped up treasure, indistinguishable from a mummy because wax is packed around them to fill out the form.

TREASURE: A 2 ft long, rusty saw of mighty cutting. Stone Skull- 1000 gp, Fine chain of carved wood and marble- 200 gp, Ebony figurine of Old man- 400 gp, Stone Dagger- 500 gp, Silver Sandals- 1200 gp, Leather cup- 1000 gp, Gemmed Belt- 10000 gp, Silver and glass bracelet- 3000 gp. Ten various gems are also herein: total value 2470 gp.

TRAP: Touching the skull or the figurine will cause a magical trap to spring: The figurine will grow to life size and wield the dagger, now a sword of ice. He will be wearing the Silver Sandals and the gemmed belt. His eyes and both his hands will glow with a blue light. He will breathe a slow spell radius of 10 ft before he attacks. . . save as against Dragon breath. The temperature of the room will suddenly drop to 20° F and all open water will immediately freeze. Frost will begin magically forming on everything in seconds. The figure will begin to chuckle hideously. He is approximately 5 ft tall and jet black. His sword will do 2-16 damage and is +2, +3 against elves. Any wound taken from his sword will cause death by freezing in 2-20 days unless a cure disease is administered.

BLACK MAN: AC 3, 40 hits, moves as unencumbered man, sword +2, +3 vs Elves. Will attack Elves and Paladins in that order.

27.) Lair and home of Cephalic's supply of Aquazombies. There are from 20 to 30 of the vile creatures in here in various stages

of progression of the disease (See AQUAZOMBIES in THE DUNGEONEER No. 5. There is a thick fog hovering over the ground as in the Cavern of Challus (NOTE: Maybe I should say here that Challus can tear through the bars if need be to get at some one who has wronged him before or some one he is currently chasing.) In this cavern, there are intermittent areas of quicksand. (At referee's discretion only and then no more than 2 or 3 areas.) The Zombies will usually not wander away from this area unless attracted by loud noises, light or other distractions in nearby caverns. Referee should roll number of Zombies and then determine each creature's individual hits as necessary.

28.) Another Will O' Wisp inhabits this room/cavern and will follow any who go past this point. He/She/It will not attack, just follow and wait. SHELDMARE the WILL O' WISP: AC -8, Move 18, 47 hits, no treasure.

29.) This cavern is empty except for the thick fog and soft areas. However, the pool of water contains a bed of killer cave reeds and bull rushes, which will grasp (attacking as a 2nd level monster) with a force that will require the rolling of one's strength +2 on a 20 sided die, to break loose. Once a victim is grasped it will be pulled under water to be drowned and eaten by many small crabs whose dropping fertilize the cave reeds and rushes. Each attack that is successful by a reed or rush will do one pt of damage with a total of 2-8 attacks per melee round. The walls of this room are moist and there is a 20% chance that gray ooze will present upon the walls. If one is quiet he will here a whispering that tells of the great treasure hidden behind the stone man. It doesn't say which stone man (The caverns are full of them on one level or another) or what type of treasure.) The words just say "SEEEEEEEK... SEEEEEEEK Seek ye behind the stone man....Thereeeee Thereeee, will ye find treasure. The voice then fades into a wind like sound. As the words fade..... the phantom from hallway 24 appears and runs deeper into the caverns. . . . stops while still in view and then turns and beckons to the group or person in the room. (By the way..... the Will O' Wisps in this dungeon often take the form of this phantom so keep that in mind occasionally.) The phantom then turns again to run deeper into the dungeon. At this point a rustling noise is heard coming from the area of the next room towards the yellow out and is followed by a deep, menacing rumble of laughter.

30.) This is a pool of healing. The waters are yellow and tepid with a sulphery smell. Toxic to drink, but heals by immersion. Works as a potion of healing. 20 minutes of bathing equals one dose of potion. If carried away, it will be effective for one day and then it becomes an acid and will do an additional D4 of damage to anything it is applied to.

31.) CRYPT OF BAHH SCUMBUG, Cephalic's first sorcerer. He was killed during the summoning of a mist elemental whose disembodied spirit would not leave. The door to the room is sealed airtight. The letting in of mist (by the way this cavern is also filled with mist, that is the one that this room faces into.) will sort of reactivate the elemental who is a sort of a combination of an Air Elemental and a Water Elemental. 16 hit dice, AC 2, move 24, Kills by drowning/suffocation. In the center of the room is a coffin that contains Bahh's remains. Against the back wall of the room is a 4 ft by 2 ft by 2 ft glass box. A wax seal holds this transparent box together at the top. Into the seal are impressed magical runes (explosive ones) Trying to open the box to get at the treasure that is visible inside by touching the seal will result in an explosion that will leave the box unharmed. Trying to bust the glass while the seal is still in place will result in failure as the glass will not break, period with the seal in place. However, the casting of any non-offensive first level spell upon the box or seal will cause it to fall off and turn into dust. However then, the phantom will rise up out of the box and walk toward the coffin of Scumbug. It will open and the corpse will rise up out of it and embrace the phantom. Then the phantom, the corpse, the writing on the wall, the glass of the box, the coffin and the dust of the seal will fade away into nothingness. But, appearing in the pile of remaining jewelry, gems and weaponry will be a pair of dolls. One will be the spitting image of the female phantom and the other will resemble a handsome man in magical robes. They appear to be in an embrace. Touching the dolls will cause a pair of phantom faces to appear on the wall. One is the girl, the other the man. She speaks: "O ye who have united lovers in death, ask a grant, request a boon, and be it in either of our powers it shall be granted of ye." At this point the group may ask one favor. It should be something grantable through up to a 5th level spell or of any information pertaining to the dungeon. By the way, if Cephalic should find out about the dolls or see them he will immediately try to kill the bearer. You see, he was originally in love with her, but when she spurned him for his magician, He had her accidentally killed so no one could have her. He still is kind of bent out of shape by it.

TREASURE IN THE GLASS BOX: Silver Axe- 4000 gp, Copper Hammer- 1100 gp, Multi-colored enameled shield- 5000 gp, Stone mace- 2000 gp, Gold Spear (4 ft long) 10,000 gp, glass sword- 5000 gp. 5 gems of a total value of 1750 gp. MAGIC SWORD: +1, +3 vs Dragons Dumb- (Int 1) Name: Serpents' Bane or Drac-Hacker.

32.) Pool of scummy water. Small dead, white fish float on the surface of the pool. Bubbles rise occasionally out of the center of the pool. Pool contains a submerged, 8 headed hydra who spits venomous mucus for 1-6 pts of damage per attack/spit. Hit by ooze negates victims next round of attack. (Hydra actually has a bad case of chest congestion and spits out a very poisonous phlegm.) Each head may only spit once every 3 melee rounds. VENOMOUS HYDRA: 8D8, 56 hits, (7 per head) AC 5, move 12. It will not physically leave the pool if it is still safe in it. It is hungry and bad tempered. (you would be also if you were sick and could only get an occasional hobgoblin or a diseased rat.). The floor of this cavern is misted like previous caverns.

33.) This is a huge cavern with an incredibly high ceiling that goes beyond the range of torch-light. . . . approximately 90 ft high. The walls and ceiling are spotted here and there with glow worms. Up in the recesses of this cave are hanging many hungry, vicious TARRAHOOK BATS. (See THE DUNGEONEER No. 6) Any wandering monsters in this cavern will have a 90% chance of being an alerted Tarrahook bat. Also in Caverns 28, 29, 30, 33, 35, 36, 38, 43 encounters with wandering monsters will be a 50% chance of being one of these lovelies.

34.) A hall trap of random teleportation:
Roll a D6 to determine location

1. Top F'Chelrak's Tomb (Chart 1, P)
2. A cage in room 42
3. Temple of the Slime god Room 45c
4. Adept's Chapel of the Slime god (13)
5. Middle of room 8
6. Middle of Hobgoblin's maze (first level- room 16 I)

35.) Hall is still misted. Looks exactly like hall 34. If room 31 has not been investigated yet and the phantom is still lurking about, she will appear out of the walls of this hall and point back towards the cavern frantically and finally fade out. This hall is a dead end and has illusion cast upon it to look like it continues on straight ahead and even slopes up.

36.) Like 34 and 35 it is misted also. It is a corridor of silence- No talking and no spells.

37.) Hidden by a pair of secret doors that are locked with a key held only by the EHP, is Cephalic's private torture room. In this cavern chamber (ceiling of 25 ft) are various implements of torture, and pain. Including such niceties as an Iron Maiden, the rack, a well worn set of thumbscrews, braziers and tongs, pokers, wheels, whips scourges etc. There is a man on the rack. He is still living. He cannot remember his name or where he is from. Except that he is dying from torture, he is healthy. He is within 2 hit points of death and will die unless healing is administered while the party is in the room. If healed he will remember that he is a cleric and not much more. He will begin as a second level Cleric if he joins the group. He has certain knowledge of the location of a princess being



The floor of this hall is misted

held in the dungeon and also of the safe way to the main temple of the Slime god. (room 45).

38.) Cover by mist is the pool of shape-change. Drinking will cause total change of the drinker. Immersion will change the part wetted. Up to 60% of the body may be partially changed before total change takes over. There is a 20% chance that the change will also include a sex change. Shape-change will be determined by a random roll on the underground monster determination charts. Alignment (if used) will have no bearing upon the change. Saving throw against the pool is as against magic. Effects are permanent unless a counter polymorph spell is thrown and made permanent or unless wished off. Lying in the bottom of the pool, which by the way is 3 ft deep, is a +2, non-intelligent, Lawful sword.

39.) This is the burial crypt of the hobgoblins. They have devised a way not to have to worry about guarding their dead. The dead guard themselves. 15 living hobgoblin skeletons guard this chamber. Each skeleton takes 6 hit points. They are unarmed. Treat as zombies for purposes of turning. There is no treasure in the room. The room itself is lined with black marble panels that have the history of Slime Swamp and Castle Krake carved upon them in the language of the dwarves. This history was written upon here as a message from the gods. It was supposed to have been written on the wall next to No. 3 of chart 3 in The Dungeoneer No. 5. However, the dwarf who the gods had chosen to write the sacred message was overtaken by his greed and did not get around to writing the tome till he reached this room. At the base of the writing you can see his bones. They are laid out in a skull and cross bones arrangement with the words "So die all... Cephalic." in the dwarvish language. A rotted back-pack, a tarnished sword of silver (blackened by age) and a few stray coppers are all that is left of the dwarf's equipment. The message, as it were, is the one called "A STAINED HISTORY" from page seven of THE DUNGEONEER No. 5.

40.) When the room is entered, it appears to be 20 ft deep and 40 ft wide. (By the way, if entering from the North the room will appear to be its listed dimensions and will also appear to be empty.) Floating three feet off the ground is a square pyramid, 10 ft on a side. The Pyramid appears to be made of solid clear crystal. When anyone talks while in the room, it will glow and turn on so to speak. The last two minutes of whatever the group had been doing before it entered the room and turned on the crystal pyramid will begin to playback on every face. Then it will show three minutes of the future. The back wall will appear to fade away and two sets of double doors will be apparent. The party in the room sees themselves opening the door on the right and walking along it until they reach the doors to what seems to be a large temple area. In it they will see themselves attacked by priests and Aquazombies. Many seem to be killed on both sides. The screen then goes blank during the battle. The screen or back wall then fades away (by the way it will seem quite solid to the touch if touched before it fades) and reveal the two prophesied doors. Both will be closed. At this point, the door behind them, that is to say the door in the south wall, will close and be unopenable for 5 turns. The group must then decide which direction they will take. One door seems to lead to almost certain destruction but also to the end goal, while the other appears to have nothing known about it. (Notice how many times it appears that I use the word appear. HMMMM it seems strange!?!?)

41.) This is the guard room to the EHP's cell block for prisoners and sacrifices. It is the abode of 3 rather large and unfriendly Ogres. HitDice 4-18, 17, 24 hit respectively. They will fight to the death and have been permanently hasted.

42.) This is the cellblock. In cage A are 4 old men, 3 old ladies, 2 children and 2 corpses of a man and a woman. In cage B is a very beautiful young woman in rags and tatters. She appears to be well fed. She is a princess and her father will pay a huge reward for her safe return (say about 500,000 gold pieces.) She is a blonde and quite well formed. (Lawful/good, virgin) Her name is Cassiandra. Most of the other prisoners in the block are diseased. All have crud, 2 of the old men have TB, 2 have malaria, one also has leprosy, while one of the old women has leprosy and the other two have dysentery. Both children have malaria. PRINCESS CASSIANDRA: S-15, I-11, W-10, D-11, C-18, Ch-15.

43.) Lair of the medium sized slug. This slug only takes 3D8, 14 hit points. The walls of this chamber are coated with a glowing fungus. The slug has no treasure but does shoot a nice 4 dice acid bath.

44.) This is the workshop of the EHP. It contains a small library of history books that is worth about 1000 gp. There are 5 books on Clerical magic that are worth 10,000 gp to the right interested party but would otherwise be only another 1000 gp. On a desk is a box containing a richly tooled copper mirror. (worth 7000 gp) A heap of a bad smelling gray powder (scored sulfur) is setting on a shiny, enameled copper plate on a table (5000 gp). A small copper box contains the shrunken head of a wizened old man. If the box is opened the head will open its eyes and spit a poison dart at the opener. The poison is 4 D6 and also paralytic. (box worth 1000 gp) A bird's beak copper mask hangs on the wall (6000 gp) behind it is a niche with the following in it. A carved stone anklet (1000 gp) made in the likeness of a coiled snake, and a silver hair pin with a diamond on the end worth 5000 gp. On a shelf sits a golden skull with eyes that seem to follow one across the room, because it is magiced to do that. skull (10,000 gp) on the wall opposite the copper bird mask is a golden demon mask worth (10,000). Finally, in a bag behind the demon mask, which by the way will deal out alignment hits as would a sword since it is Chaotic, are 3 gems of a total value of 1000 gp. The door to this room is Wiz-Locked. A diary of Cephalic's dealings with the slime god is also on the shelf.

45.) Yes this is the final room of this massive dungeon complex. The room you've all been waiting for. A pity its so drab. Fourty five A is a plain empty room with black curtains along the eastern walls that surround a 10 ft wide door. The curtains may not be separated from the edge of the walls, the ceiling or the edge of the doors. The doors are of stone with the slimey starburst worked in gold upon it. The doors are locked. Suspended from each corner of the room by an extremely thin wire is a crystal globe. Jarring the wires or rustling the curtains will jiggle the thing loose and drop it to the floor, whereupon it will burst into flame similar to a fireball. Anyone in a 10 ft radius from the center of the room will receive an immediate 3 dice of fire damage and continue to burn until the fire is extinguished. The fire is caused by an extremely volatile oil compound (gasoline: Cephalic didn't just pick up Campbell's soup in LA) and a chip of a laser ruby. The striking of the ruby chip ignites the gasoline and boom!! Fourty five B is a 15 by 30 room with 4 red glowing pillars. It is draped across the Eastern end as is room 45A. The doors are of pink marble and the inlay is in platinum. Standing on either side of the door is a stone statue of a lion-headed man. Each statue is AC 1, 30 hits, 2-12 damage. When fighting their eyes glow a fiery red. They will come to life when the door is opened or touched before they are touched twice each. They will fight to destruction. Once destroyed they will regenerate at the rate of 1 hit point per melee round and attack again. Complete destruction will happen only when the gem like eyes are removed. The statue will then bleed around the eyes and become dust. Room Fourty five C is the place to be! It is draped all around in grey drapes and is lit eerily by 10 glowing green pillars. at the far end of the room is the slime god himself. It will be aware of anything transpiring in 45 B and can use its hold person ability on any who enter its room. The Slime god is loosely spherical, but appears to be made of constantly writing slimelike wormy creatures. Its surface is never still. All players must make a saving throw of 20 - Constitution of 2D6 or loose any food they may have in their stomachs. (+1 for every 3 levels of ability.) It has tentacular Pseudopods that it can throw up to ten feet to cause damage of 1D4 + infection of slime disease. Any who come under the control of the slime god will be forced to walk up to the range of the Slime god and touch it. The god is approximately 8 ft in diameter, since all the Aquazombies are eventually made one with it. When found it was only 1 ft in diameter. At the base of the god's pedestal is a pile of gems (100) that is equal in value to 1,000,000 gold pieces. Also there is a suit of Armor. It is +1 plate mail. Its name is Hargoth (Lawful Int-12, Ego 2) Powers. Det Metal & kind, Note shifting walls and passages, det. evil, speak law, unicorn and Lammasu, heal as a 10th level paladin. Under magic light (other than that being cast by the pillars) Hargoth's face appears on the front of the armor. It is benign and good looking. The armor will deal out hit points as would an aligned sword.

POWERS OF THE SLIME GOD: control over slimey creatures (see ring of slime control- THE DUNGEONEER No. 5.)

-4 Hold person power (victim has -4 saving throw) range 30 ft.

Summon slimey creatures as Monster summoning spell range: 600 ft.

Cause Aquazombies

Mental blast (see page 16 TD No. 5.) Move at a rate of 10 ft per turn.

Communicates telepathically.

Note change in diameter.

Missile fire will not affect. only 20% of all blows will cause damage; fire and ice deadly.

A 40 ft deep pit is in the secret passage between 45 and 43. Touching both walls simultaneously will stop pit from opening.



PAUL
MAGUIRE
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